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ZIFF DAVIS

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# INSIDE:

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Half-Life: Decay

The Getaway

CO

Spider-Man 2

Madden NFL 2002

Star Trek Voyager: Elite Force

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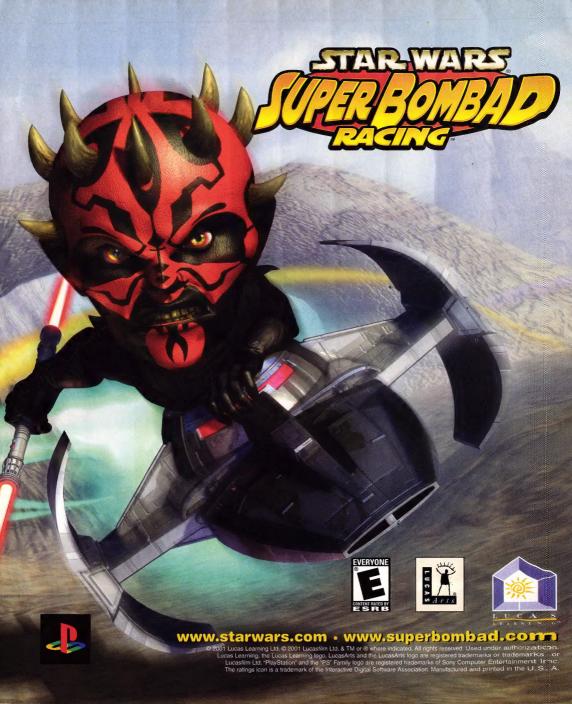




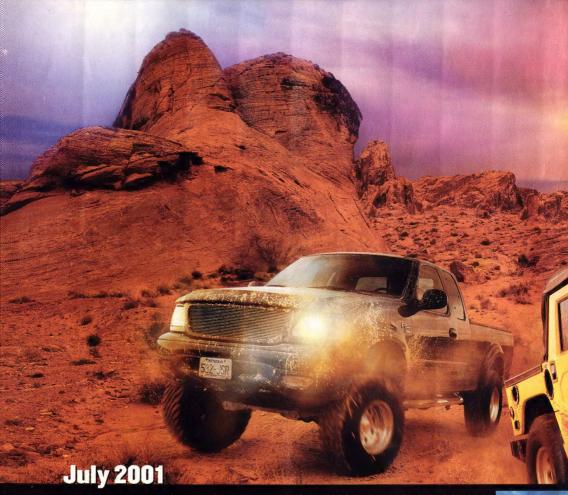
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# PlayStation MAGAZINE

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## **ALICIA BUELOW**

Alicia integrates traditional media with found objects and photographic images to create rich, deeply textured illustrations. The vast world of Dark Cloud is her second cover for us.

## PENNY ARCADE

They make us laugh. Hopefully they make you laugh too. Check out their Web site and consider plopping down the cash for their forthcoming book. It's about gaming, and it's funny.



## MITCH GREENBLATT

Mitch's career was launched when he turned down his dad's generous offer to take over the family dental practice. But Mitch didn't completely turn his back on the teeth. It's his favorite medium.

# Official U.S. PlayStation Magazine Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the Official U.S. PlayStation Magazine (OPM) remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

# COVER STORIES THIS MONTH





# **DARK CLOUD • 86**

The first real RPG for the PS2 may also be one of the best of its kind ever. With stunning visuals, an ambitious mix of gameplay ideas and an immersive story, Dark Cloud has a lot to offer. Plus, it's 30 percent bigger (find out what we mean by reading our in-depth feature).



# FINAL FANTASY X • 60

Up untit recently, FFX news has come as a steady—if slight—trickle. Now, Squaresoft is beginning to open the floodgates, and we're first in line. This month we deliver 17 exclusive screens of this staggeringly beautiful game.



# ONLINE BUYING GUIDE • 54

The Internet is broken, and it's all your fault (OK, maybe not broken, but certainly creaking in a most uncomfortable fashion). We take a look at the process of shopping for games in the new online environment.



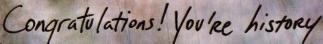
# INSIDE THE METAL GEAR SOLID 2 DEMO • 112

We know why you all bought Z.O.E. Don't be ashamed to admit it. In fact, we're going to fuel your secret passion with an in-depth strategy for the MGS2 demo. But don't forget about that other came in there—it rocks!

Official U.S. FlogStation Magazine ISSAI Prop. 46(8) is ryalished monthly by 2ff Diprie Media in c. 26 East 28th Servic I, New York, 147 1990, Promisional Postage Paid at New York, 147 1990, Promision and Service Interpretation Propriet Interpretation Interpretation Propriet Interpretation Interp



Sorry loser, this ain't like a race.
Here's your reward for second place.



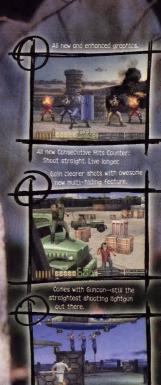
Get a tight grip on your Guncon and be ready to pull the trigger — a lot — because in this mission, it's finish or perish. And let's hope you've got a fast aim. Time will be flying as fast as the ammo.



















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# DEPARTMENTS

# Demo Disc • 14

You've read all about Dark Cloud in our feature-now see it in action!

# Input • 20

Let us know your thoughts. Write us at our usual address, or send us e-mail at OPM@ziffdavis.com.

# Spin • 26

We've got Spin oozing out of our ears. Seriously oozing. It's gross. Anyway, this month features Tokyo Game Show coverage, a sit-down with the ultra-hip Funkmaster Flex, an online buying guide, an in-depth profile of Konami's Silent Hill 2, a look inside the industry from a voice actor's point of view. the return of our tribute to the truly hardcore, and much more

# Top Secrets • 108

We start off with Star Wars: Starfighter this month, follow up with the MGS2 demo, and add more.

## P.S. • 121

Irreverent, sitly, amusing stuff from the world of PlayStation.



# Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only: parents should still monitor minors' purchases.

# It's always good to get a nice surprise,



**Editor in Chief** 

and I don't think we've had one quite as pleasant as Dark Cloud for a long while. Although it was originally shown way back when the PS2 was first announced in Japan, it seemed to disappear off the radar and never really blipped back onto it. The Japanese release came and went, and it didn't do particularly well despite all that early excitement. Now that the U.S. release is upon us, though, things seem to have changed quite considerably. Cool stuff has been added to the game, it's been expertly translated, and the result is what seems to be the most lovingly crafted and genuinely different role-playing experience we've seen for some time. With Final Fantasy X still at least six months away, it's about time we had something sizeable to sink our teeth into. Previous RPG efforts on the system just didn't cut it, but Dark Cloud really seems to have what it takes, it should be in stores any day now, but if you need some convincing, check out Gary's exhaustive feature, and then pop the cover CD into your system and watch the video we have for you this month. I think you'll agree that it looks pretty special.

Children 3 Or Older oducts Carrying This Label Have isolutely No Material That Would Be insidered Inappropriate By Parents.



## **EVERYONE RATING**

he E Replaced The Previous K-A Rating Last lear. Suitable For Kids Ages 6 And Up, E-Rated es May Contain Minimal Violence Or Crude



# TEEN RATING

tains Suggestive Themes, Mild Or ng Language And Animated Violence. ne Parents May Want To Supervise Children



ATUNE KATING
nese Games Contain More Adult Themes,
uch As Blood And Gore, Stronger Language
of Sexual Themes. Deemed Not Suitable For



# ABULTS ONLY RATING

e Extreme Of The Ratings, Suitable r Adults Only. Packs Sexual Themes And treme violence. Console Manufacturers Have fet To Allow An An-Rated Game

WWW.ESRB.COM

# **DEMO DISC THIS MONTH**





# DARK CLOUD RATING PENDING

If we slap a game on our cover, you better believe it's good. How good? Well, this month you get to see for yourself. Dark Cloud has wowed us all this month with stunning visuals, a captivating world-creation system and Zelda-esque battles. It all adds up to some great things for RPG fans. Go ahead, see for yourself!

## ALADDIN IN NASIRA'S REVENGE EVERYONE

Disney just keeps throwing Aladdin lures into the gaming ocean, but who's biting? It's a 3D platformer and let's just say that it's not the most easy to control game on the store shelves. Check out our review, then take a peek at our video of the game. Beware, though: Chances are you'll discover what we already know.

# KLONOA EVERYONE

Want to play one of the most underrated PS one games ever made? Here's your chance. Klonoa is a colorful platformer with fantastic level design, beautiful music and a lighthearted story. If you like it as much as we do, know that it's a difficult game to find in stores.

# GRIND SESSION EVERYONE

When GS first came out, everyone thought it was a bad Tony Hawk's Pro-Skater ripoff, Well, it is and it isn't. It's sort of like Tony Hawk 1.5. You skate, flip, lipskid, get up, skate and flip again. Sounds monotonous, but then again, do post-720-Stalefish-to-stunning-lipskids ever get old?

## HOT SHOTS GOLF 2 EVERYONE

You can't compete with Tiger Woods. So come in from the back deck, quit breaking the neighbors' windows, and try your swing at Hot Shots Golf 2. This game is everything wannabe golfers need. And maybe it'll cure that obsessive need to spill ill-timed Caddyshack quotes, too.

## DINO CRISIS MATURE

If you didn't get to play the original, then you missed out on a challenging adventure that pitted you against a never-ending series of zombles. Er, we mean dinosaurs. Sure it's just like Resident Evil, but Resident Evil is a blast. And so is this game. Play it. Love it. We did.

Next month's demos: Alone in the Dark: The New Nightmare, Dave Mirra BMX Remix, Gran Turismo 3 Preview and more!

# **SPECIAL FEATURES**



# DARK CLOUD • 86

The hype has been swirling around Dark Cloud since the PS2 was first unveiled, and yet the game remained hidden in a fog of mystery. We go hands-on with Sony's innovative and ambitious "Georama" game, and give you alt the info you need to understand just how Dark Cloud works. Find out why the first real PS2 RPG may also be one of the most intriguing games ever



# **FUNKMASTER FLEX • 42**

MTV's Music Generator might be the most innovative game ever released for the PS one. Now, with the PS2 version right around the corner we had a prime reason to catch up with the country's hottest deejay, and MTVMG2 coverboy, Funkmaster Flex. Find out what he said about mixing, what success means, and why he'd do an ad for Burger King.



# SILENT HILL • 36

Konami's terrifying follow-up to its creepy survivalhorror thriller looks even more demented than the first. We get inside the minds of its creators with a one-onone interview, plus we show enough disturbing new screens to make even the most stalwart adventurer quiver with fear. We're almost dreading this one's release—we don't like having to sleep with the light on.

# **PREVIEWS**

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# THREE HEROES ONE ENEMY **ALL ACTION**

Inspired by LucasArts' rich Star Ware flight-game legacy, STAR WARS STARFIGHTER combines intense air and space combat

in a fast-paced action-adventure. Live the lives of three fighter pilots in a series of harrowing missions to save the galaxy from the evil Trade Federation, Pilot extraordinary 3D vehicles including the Naboo N-1 plus a variety of never-before-seen craftthrough stunningly real worlds in 14-plus air and space missions.

# STAR WARS PlayStation。2





















If there's one thing the PS2 can do well,



PUBLISHER: SONY CEA - DEVELOPER: LEVEL-5 - AVAILABLE: JUNE - PLAYERS: 1 -

# **Grind Session**

PUBLISHER: SONY CEA • DEVELOPER: SHABA GAMES •



By all accounts, the demo disc editor should be the greatest Grind Session player in the world. He's certainly had enough chances to practice, but he still manages to biff hard on those random buildozers, a shortcoming that has now somehow transferred to real-life walking. They may not look very fast, but what they lack in speed they make up for in stealth. Back to the game: Skate well for points! Flip, grab and grind! Radical!



HAIL TRICKS FLIP TRICKS GRAB TRICKS

SPIN LEFT FREE LOOK SPIN RIGHT REVEAL BONUSES

# **Hot Shots Golf 2**

PUBLISHER: SONY CEA · DEVELOPER: CAMELOT · AVAILABLE: NOW . PLAYERS: 1-4 . GENRE: SPORTS



A fellow wiser than most of us (Mark Twain, if you must know) once said that golf is a great way to ruin a good walk. That's the beauty of Hot Shots Goff 2-all the good parts of golf without the hassles of lightning attacks, affigators or drunken spectators. Well, the drunken spectators can still be mustered up, but that's entirely up to you. The beauty of Hot Shots Golf is that it provides a fairly realistic golfing game while still retaining the fun of a more arcadey title. Don't get us wrong-frustration isn't completely eliminated by Hot Shots Golf 2. But at the end of the day it's much easier on the wallet to replace a broken PlayStation controller than a graphite driver.

CAMERA FORWARD POWER/APPROACH CAMERA BACKWARD SWING CONTROL

SELECT CILIB SELECT CLUB CAMERA DEFAULT

# DARK CLOU

Overshadowed by the flashier and bet ter-known Tekken Tag Tournament and Ridge Racer V, the fellow first-generation title and Sony-produced RPG Dark C.oud seems to have fallen out of the consciousness of most of the gaming community. That changes this month, as OPM brings you an in-depth feature and demo movie of the game.

Dark Cloud debuted along with the aforementioned Namco titles in what was the world's first glimpse of actual was producing the game took a back seat to the actua, advertised features of Dark Cloud: a Zelda-esque battle system, impressive visuals and a worldpoints. Check out the movie on the disc detailed rundown of Dark Cloud, turn to page 86. Then watch the movie once more for good measure.

PlayStation 2 games. The fact that Sony creation system -- which will undoubtedly serve as one of the game's strong selling to see for yourself. And for a much more



it's lighting effects.

GENRE: RPG

# **ALADDIN IN NASIRA'S REVENGE**









For a film released way back in 1992, Disney has got a lot of mileage out of the Aladdin name: a couple of direct-tovideo sequels, an animated series-and now Disney Interactive's first PlayStation outing, which will evoke fond memories of the beloved Aladdin game for the 16-bit consoles. It's a 3D platformer this time, though, and we all know how 3D platformers with popular movie licenses usually end up. The video looks snazzy, but how, you ask, does it play? Well, you certainly don't have to wait long on a final verdict. We reviewed Aladdin in this month's issue, and we weren't all that impressed...



PUBLISHER: SOMY CEA - DEVELOPER: ARCONAUT - AVAILABLE: NOW - PLAYERS:



Doug E. Fresh Wearing the Beret Circa 1986













# DINO **CRISIS**

When Dino Crisis was first announced in 1999, cries of "it's Resident Evil with dinosaurs!" echoed throughout the land. When it was released later that year, the gaming world found out what Dino Crisis was really all about Resident Evil with dinosaurs. Not that it was a bad thing-who could really blame Capcom for sticking with a proven winning formula? Gameplay hint of the month: The dinosaurs want to kill you You should kill them first









# **Next Month's Demo Disc**

Alone in the Durk, Bine Mirra BMX Remis. Gram Turismo 2, Aladdin in Nasira's Revenue Raider 2, Tomb Raider 3, Tomb Raider 4 **PS2 Video Presio** Gram Turismo 3, Winback, Same Manager Spanner **Gauntlet Dark Legacy** 









# KLONOA

Our featured classic P.ayStation demo this month is high on the list of the most underrated and unappreciated PS one games ever A bright and colorful platformer Namco's Klonoa is definitely an unsung treasure. Fresh and innovative level design, a lighthearted plot with a sinister undertone, and wonderfully composed music tracks were but a few highlights-and playing it again reminds us of the great anticipation we have for the forthcoming PS2 sequel. Along with whetting your appetite for Klonoa 2, we bring you the Klonoa demo this month so that you can experience what so many have missed. (If you can find the original in stores, consider yourself lucky.)

Once you're in close enough range to an enemy, tap the shoot button (Circle or Square) to pick him up. Tap the shoot button again while standing to throw him like a weapon, or tap it while jumping to get an extra height boost (you'll have to do this to get past certain areas or collect hard-to-reach items

The first boss isn't much of a challenge, Just make sure you get the timing down for his jumps, and pelt him with a hapless enemy as soon as his back is exposed





Klonoa 2 combines the classic gameplay of its predecessor with gorgeous nextgen cel-shaded graphics. Can you see why we're so excited about this one?!





# YOU WON'T NEED A SAFETY BELT TO KEEP YOU IN YOUR SEAT.



250 mph asphalt-scorching action, plus "On-Fire" turbo boost.

15 of your favorite CART drivers on 18 electrifying tracks.

5 intense sub-games that will keep you driving for hours.

Music from Occkest, H2SO4, Nullset, and Disturbed!

















# PlayStation.2







15 TRACKS. 108 CARS. AND TOP SPEEDS IN EXCESS OF 190 MPH. THAT WASN'T YOUR LIFE THAT FLASHED BEFORE I YOUR EYES, IT WAS A MADMAN IN A ROCKET SLED STEALING FIRST PLACE.



# LEAD THUMB?



Over-active adrenal gland? Weak or non-existent braking instinct? Problems controlling acceleration? You may be a Speed Freak. If so, Rumble Racing is the game for you. Tear through fantasy worlds sniffing out short cuts and power-ups at the speed of light. Trigger asphalt-melting nitro boosts with big-air barrel rolls and corkscrew flips. Because in this turbo-charged race, if you're not lightning fast, you're already finished.









Aggressive and Upsetting

I have noticed lately that many of your articles and features are aggressive and upsetting to many game publishers, developers and meeker readers alike. Keep up the good work, R.J. White

jenovaschild@yahoo.com

Yeah? Thanks, Creen.

## Fabled Issue 17 Nonsense

I just read the May 2001 issue of OPM and was quite intrigued when I heard about the "fabled" issue 17. I myself have played Final Fantasy VII many a time and am tired of building up Aeris, then losing her. If there is a code to revive or keep Aeris, I would be very grateful if you would send it to me or post it in the next issue

Joseph Christman Nitecrawler752@aol.com

I have a copy of demo 17, and I was reading in issue 44 that the disc had a game called Thrill Kill and a Resident Evil 1.5 demo in it too Well. I can't find ether: all I see is ODT. Oddworld, etc....How do I get to them, or are they even on there? Bobby Detrick.

phpy777@june.com

Could you send me the Tomb Raider oude codes via e-mai,? Jacob Grimm

Jacob Grimm@ZeldaHeaven.zzn.com

Hey, I am so mad about you being sold out of issue 17 I was wondering if you could just make the demo disc, because I heard it was so great

David Barnett Sport23DB@aol.com

I got my OPM magazine six minutes ago, and madly searched for the April Fool's joke I just wanted to be one of the first to catch it. The No. 17 issue contained no such things as the



# Letter of the month

Sweet but Short

(Onimusha, Zone of the Enders). They all have two obvious things in common: They all received a lot of hype, and they were all incredible games. However, they also had one bac thing in common: They were all short. Which brings me to my discovery. Every single much-hyped PS2 game that's truly remarkable, but it ended too soon. My biggest disappointment was with Z.O.E., which I felt was going to be one of the greatest games ever created-and it was, until it

ney's worth, plunking down \$50 a game and then beating ity, but not much quantity. Sure, one can argue quality over quantity, but quality can only last so much. Developers are not giving us gamers the balance we need. No one likes an extremely long and boring game, but at the same time no one likes great games that end so soon. I shudder at the thought that Metal Gear Solid 2 could possibly suffer the what if the actual game doesn't satisfy our addiction

jimbo akimbolomsn.com

This is something that we've noticed a lot lately when reviewing new games, and it does seem to be a worrying trend. Both Z.O.E. and Star Wars Starfighter suffered from what seemed like premature finales, and both were games that realty could've used an extra few hours of gameplay. From what we've seen and heard so far, we're expecting MGS2 to clock in at around 15 or 20 hours. However, this will doubtless be the duration of the game if you sit and watch all of the cinemas. just like in the original. Some folks derided Metal Gear Solid, because you could clear through the gameplay chunks in just a few hours.

As games become more visually spectacular, a big part of the experience seems to be the passive element: the storytelling. But it's not the case with all games. Dark Cloud looks to be a very lengthy experience, Gran Turismo 3 will eat up large portions of your life, and of course this fall you can look forward to Final Fantasy X as well.

"nude code" for Tomb Raider or Thrill Kill or even Resident Evil 1.5. And the whole story about the Aeris code is nothing but hogwash. However, I was in a state of ROFL. Thanks for the laughs. "Paul G."

paulabe9@hotmail.com

The number of people who believed us about issue 17 was shocking. It wasn't even a concerted effort at an April Fool. We were being sarcastic-something that apparently hundreds of you are unable to grasp the concept of. Those of you who found it funny and laughed, go buy yourselves a lollipop. Well done. The rest of you...here's a little treat. To revive Aeris in FFVII you have to finish the game seven times and collect every object in the game each time. The eighth time you play it, she won't die, and vou'll see a new cutscene where she wakes up and kisses Cloud.

Also, we heard from the Webster's people recently that the word "gullible" is being removed from the dictionary later this year. To complain and ensure the reinstatement of this wonderful and important word, please visit www.dictionary.com and voice your concerns.

# Someone Make A God **Bothering PlayStation Game!**

A lot of people think that the Bible will never make it on to PlayStation or any other console at that. But think about it for a second. Why not? Wouldn't it be cool to walk between the Red Sea? Or to have the Philistines fighting the Israelites? If you have a group of people that know what they are doing, they could make an excellent game based on something in the Bible And here is another bonus: You wouldn't need no strategy quide; just get out the good old Bible and look up what you need to do next. And if someone really wanted to make a thought-provoking game, they could base a game on the book of Revelations. What would be so had about that?

Sure, you could mack this idea, but come on-there could be some really good games made from the Bible. And one more thing I have to say: The movie of Noah on NBC totally sucked and was totally messed up. One example THERE WAS NO FREAKIN' MER-CHANTIII

Stephen Loney stephen loney@notmail.com

NO FREAKIN' MERCHANT!!! Oh good gracious, what were they thinking!?! The concept of games based on Biblical tales is an interesting one, but it seems unlikely at the moment that we'll see games based specifically on the Good Book. There are many games out there that "borrow" ideas and subtlely preach similar moralities, but they are often titles designed

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official OPM Box of Jov. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software

companies.

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If you need to reach us now 630 382 9010



for a global market. Because of this, they tackle broader concepts like spirituality, as they are more easily communicated to a range of cultures than Old or New Testament stories.

# Problems At The Magic Gate

Is my PS2 8MB Memory Card supposed to save PS one games? Because whenever I put a PS one game into my PS2 (such as Tony Hawk's Pro Skater 21, and try to save, it says that there is no memory card detected when the 8MB card is inserted in slot 1. However, PS2 games save fine on my card. What's wrong? Mike Muonich

muenich2@hotmaii.com



We still get a lot of gueries about this, so let's clear this up for everyone who's curious. Here goes: Make some notes of this or something. PS one games will only save onto PS one memory cards. PS2 games will only save onto PS2 memory cards. However, you can copy files from a PS one card onto a PS2 card and use this purely as an archive (you won't be able to load them into a game, but you can copy them back onto a PS one card later to use them). We forget from time to time too, and there are occasional "why won't it f\$#@ing save?!" outbursts here in the office

# SUV VUE PS ASAP

I was watching a car show this weekend and saw them profile a Saturn VUE-a new SJV type car. In the back seat of the car, I noticed two PlayStat on controllers and an LCD-type screen on the back of each neadrest. Was I dreaming, or has PlayStation become a new option on vehicles these days? Josh Walker

Rel ev lle II

You weren't dreaming. There are a number of ways that you can get a PS one hook- up for

a car these days. Some are elaborate and huilt into the center console on an SUV. while others are related to the in-car video setups you can buy. Saturn doesn't mention the option at www.saturn.com, but there are plenty of auto outfitters that could help you out if you seriously want something. Note that something like this would probably cost considerably more than just a PS one with the InterAct LCD screen. It may not be stuffed into the back of a headrest and surrounded in sumptuous leather, but it's fairly cheap, and it works.

## We Want a PS2 Disc. We Want a PS2 Disc. We Want, etc., etc.

I just purchased the May 2001 issue of OPM, and I am wondering how much longer the demo disc is going to remain as a PS one disc. I think it's time to transition to a demo disc to allow players to try out demos of cur rent or upcoming PS2 releases. Laften browse every gaming magazine I can come across, even those published outside of the USA. In particular, U.K. gamers seem to have the upper hand when it comes to magazines packaged with discs. A friend of mine in the U.K. just mentioned that the U.K.'s official PlayStation magazine came packaged with a disc containing a Gran Turismo 3 demo. You can imagine I was extremely lealous! My friend also mentioned that non-official magazines often came packaged with a DVD, which contain non-interactive trailers for upcoming games. I really wish I could be so lucky to see some PS2 trailers on DVD instead of the extremely poor-quality movies I see on the OPM demo disc. If you haven't already, please consider moving to the PS2 format Thrakkorzog, with a "K" JBRabig@Jop com

We are currently working with Sony on a solution to this very dilemma, Thrakkorzog, Hopefully, later in the year we'll be able to move to a PS2 disc and blow you back to Dimension 14B with some fantastic demos. - John with an "H"

# Remotely Universal

DVD remote for the PlayStation 2? I read somewhere that it'll have addit onal functions to the ones available currently. Know anything about this, or the likely price? I have contacted Sony in regards to this, but they couldn't give

me any answers. I currently own the Saitek remote, which seems to experience problems occasionally with the buttons not functioning. Simon Harrop

sharrop@bellsouth.net

The "official" remote is a very funky piece of kit indeed, and unlike the other remotes out there, it feels like a "proper" remote, and not a chean piece of plastic. As you say, SCEA hasn't announced the thing officially, but we have heard rumblings that it's likely to be announced very soon. Maybe sooner.

# Bloated, Washed-Up Has-Been

just read your latest issue and I can't believe what you said of Axl Rose, you called him a "bloated, washed-up has-been." Well, if you would have listened to the Gues of Roses set at Rio or some of the new songs like "The Blues" or "Madagascar," you would eat your words. They sound better than ever, and Axl sounds like he did back in '87 You have no clue what you are talking about; the Guns n' Roses album is going to be the album of the year, but you wouldn't know what real music is. I bet you listen to bands like N'suck and Backstreet Boys, And I know you won't have the balls to print this repty. Dave Langelier Marlboro, MA

It seems that our balls are voluminous and capacious, Dave. While yours are simply boring and whiney. Good day to you, sir.

## You Can Buy One Quite Easily Now, We Hear

I am the happiest man alive! I am now one of the few, the proud...the owner of a PlayStation



Any news on the release date of Sony's off cial

**Britney By the Numbers:** # of readers who yearn for the return of Britney after losing her spot last month to Axl Rose: 83

# of readers upset by our comment about Axl Rose being a "bloated, washed-up has-been" - 3

# of readers upset by our comment about Axl Rose being a "bloated, washed-up has-been" who have inane email names like "Kurt Cobain" and "Slash Gibson": 2

# of readers who want us to e-mail them Britney pics: 3

# of readers who requested "someone who not only looks good, but also knows how to sing, like the Dixie Chicks": 1



## **Screen Caption Contest**

Every month we run a pic, and it's your job to come up with a witty caption. E-mail your captions to OPM@ziffdavis.com and mark the subject CAPTION CONTEST. The new picture, from Dark Cloud, should be easy enough



## WINNER "Have you ever kissed a baby panda between the ears?"

chipjennings1@msn.com



## **NEXT MONTH** Think of something that'll make us soil ourselves with laughter and you'll be our next winner



"Why the f\*@k can't I configure the f\*&\$@#a controller any damn way that I

want to?"

CRATG A. HTLL'S MOST WANTED

1. My own PS2 Metal Gear Solid 2 GT3

Ace Combat 4

Twisted Metal: Black

Tekken 4

7. 7.0 F

Final Fantasy X/XI 9. Blood Omen 2 **ID. Spy Hunter** 

E-mail your most wanted list to OPM@ziffdavis.com Mark the subject MOST WANTED

2! I was looking at PlayStation games in the electronic section of the local Tarnet when I looked down and saw a PS2111 I thought I was going to crap myself! It was just sitting there, in plain sight, and mine for the taking. When I went to get my mom, I came back and asked the cashier to open up the case for me. I asked the cashier how long they had had systems in stock, and he told me over a week!!! Then I asked him how they could manage to still have them. He told me that people don't notice, so the systems go unbought. So, to all you unfortunate people who don't have a PlayStation 2 yet, just take a look around. It could be right underneath your nose.

Andy Engebretson tailgeese 34@hotmail.com

It's a good thing you didn't actually crap yourself. We hear that Target don't take too kindly to spontaneous defecation in their stores. Your note actually brings an interesting trend to light, Andy. People are so used to thinking that the PS2 is a hot item that's impossible to find that even though there's now a steady supply, most folks still assume that they'll never be able to find one. Look online or in stores. They're out there now.

# To Yutaka

Yutaka, reading your column ("A Long Hard Year for PS2," May 2001], the answer you re looking for is simple. The general consensus is that people are waiting for the 'better" games to come out. Games like Gran Turismo 3. Metal Gear Solid 2 and Virtua Fighter 4. People rushed out to buy the system because it was new. It didn't matter if only one game was released at launch time. It was new and people had to have it. The shortage only seemed to create a greater demand. The fact that it was the first console to come out with a DVD player was the added bonus. Now that several grade-A titles are available, I think most gamers are willing to wait for a game that is going to use the capabilities the system has to offer. Games like Z.O.E. and Onimusha, according to the industry, are only scratching the surface. Until MGS2 comes out, people will continue to buy more DVDs for their PS2 than games

Michael Tremblay

mtremblay@majilite.com

You really think so? Before then, there's Gran Turismo 3, Dark Cloud and Twisted Metal: Black, to name but three. There are more than just a couple of good games out now, and irre-

reading the letters section of your magazine each month, but now they're all too long for me to read. Please put shorter let-

No. No. No was a letter say-2 really got a 4.5 color of those discs that were blue. So does that mean Fina Fantasy IX got a

spective of some folks' woes, the PS2 is the most successful console in history, having sold 10 million units worldwide in a third of the time of the original PlayStation, What does everyone think? Are you using the DVD feature much? Or are you really just waiting for Metal Gear Solid 2? Write us and let us know at OPM@ziffdavis.com. Mark your e-mails I'M WAITING FOR SNAKE.

## Grand Theft Auto "T"

I read in your article on Grand Theft Auto 3 for PS2 last month that there was some talk about DMA making a Teen-rated version. Any chance of that actually going through? I ask because my mom only lets me have one M-rated game for each of my systems. So I wonder if that will happen with any other games, too Tell the companies to stop making so many M games CRAPIII

socool9424@aol.com

Don't let your mother hear you using language like that, young man. We asked our friends over at Rockstar again about this, and they tell us that although a final decision hasn't been made, it does look extremely likely. The thinking is to produce versions akin to the different versions of music CDs that you see (those with the bad language and those without) so that the game can reach as broad an audience as possible. No other companies have mentioned doing similar things, so don't expect a toned-down MGS2 or anything.

# THE SOAP BOX

Why the f\*fdk can't I configure the f\*&\$@#g controller any damn way that I want to? If they could do it for Doom way back in the day for the PS one, they sure as hell should be able to do it today with the "nextgeneration" systems. Perfect exam-



ples are Quake III: Revolution and Unreal Tournament for the PS2, I don't like any of the controller configs for either game. I found one on Quake III that was usable, but I still don't like it. Unreal has 10 damn setups, and every damn one of them

> Michael R. Owens Thornton, CO.

Got something you want to rant about? Get on our soap box and vent, E-mail us at OPM@ziffdavis.com and mark the subject tine SOAPBOX.

# The Reader Art Challenge

Each month we pick one exceptional piece as our Reader Art of the Month The winner will have his/her piece published and will receive a new game in the mail-so address with all sub

Street Fighter pic (left) Jeff Welborn Shreveport, LA

Raziel pic (right) Sherman McClain Rosenberg, TX



# Official Contest and Sweepstakes Rules

ON CAPTION CONTEST Offices, Contest Rules.

1 No Purchase Nicessay. To entry, seed an inopine caption for the deseparated screen shall on a standard1 No Purchase Nicessay. To entry, seed an inopine caption, maker it ORM Explored Screening Scree becomes McChancy proposed entered with a compact Brown must be received by the 10th days of the compact of the

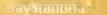
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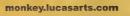














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# HIS IS NOT P

# But is it a preview of what to expect from Sony's next system?

A recent article in Wired magazine had many PlayStation fans giddy with excitement. By describing the GScube (pictured abovel as the "prototype of PlayStations to come," the story prompted a resurgence of rumors concerning the inevitable follow-up system to the PS2. Couple this with comments from Sony's senior vice president of R&D. Shin'ıchı Okamoto, before the PS2 was released, and there's been plenty that's open to misinterpretation. "We are working to create the PlayStation 3 game machine, he said. "It will have 1,000 times the performance of the PlayStation 2."

So what gives? What is the GScube? And If it isn't a prototype of the PS3, then what the hell is it?

We could give you a rundown of the Cube's specifications, but quite frankly it would make your brain explode. It's a complicated piece of kit, but at its heart it's basically a lot of PS2s stuck together and jammed into a big black box. It's the equivalent of 16 PS2s, to be exact, all working together to generate visuals unlike anything you've ever seen. Imagine images generated at greater-than-HDTV resolution, always

cranking at 60 frames per second, and almost lifelike in their level of realism. That's what the GScube can produce. Sounds like the perfect test for new console hardware. Well, ves it would be...if not for the fact that the thing is a 19-inch cube that weighs a little over 106 pounds. Given that there are 32 processors crammed into the thing [16 Graphics Synthesizers and 16 Emotion Engines), chances are it also generates so much heat it requires cooling technology based on alien hardware from space.

But why does the GScube exist? Well, it's been designed as a "visualizer" for broadband content generation. Basically it can generate fabulous looking CG effects in real time, thus helping animators and artists create 3D scenes for movies or TV shows very quickly indeed -and output this as interactive environments, not just really funky-looking video. When it was unveiled at SIGGRAPH 2000 (the leading international conference on computer graphics) last July it was demonstrated with a sequence produced by Manex Visual Effects (the folks who worked on The Matrix). The effects it was generating in real time would normally

take current methods an hour to render each individual frame of animation

Impressive stuff indeed, and this is only the beginning Future iterations of the GScube will group 64 Graphics Synthesizers into the box, generating enough processing power to probably open a wormhole to another dimension and also render photorealistic footage that would be virtually indistinguishable from live video.

So what does this mean for PlayStation 3? If the GScube tells us anything, it's that the next jump in technology will be toward something that can provide the elusive real" experience. It also hints that the next-generation system will be a networkpriented device, and this is further substantiated by comments we've heard from noted figures in the development community. Chances are we can expect the PS3 to be a box that sits on your TV, pulls content from a broadband connection, and integrates seamlessly with all the other kinds of entertainment you'd want to have blaring at you from your HDTV When should we expect it? Well, from what we've heard, there won't be anything before 2005

# **DINO CRISES**

A new Jurassic Park hits theaters this year...and your PS2



By now, you've probably heard at least a little something about the upcoming Jurassic Park flick, at this point simply titled *Jurassic Park* III. Set for release on July 18, the movie brings back *JP* vets Sam Neill (Alan Grant) and

Laura Dern (Ettle Degler—a different last name from the first film, if that tells you anything), placing them alongside such other established

Hollywood talent as William H. Macy [Fargo] and Tea Leoni [Deep Impact]. As of press time, Universal Studios has yet to release much about the plot, though Neill has revealed to Australia's Morning Herald newspaper that JP3's events

take place in between those of the first movie and *The Lost World.* We can also expect new dinosaurs, as rumor suggests pteranodons to finally cause havoc, like they did so memo-

rably in Michael Crichton's original JP book.
Naturally, a block-buster movie like JP3 won't come without a video game tie-in. Though

Universal

Interactive

has released next to nothing as far as actual information regarding the PS2's first JP game, the company has released a few screens, including the two on display here. We also know its title to be Jurassic Park: Survival, suggesting a ossible stab at the same

survival-horror genre shared by Resident Evil and—dare we atready make the comparisons?— Dino Crisis. Regardless, odds are pretty high that you'll be hearing a lot about Survival in the coming months. A fall release seems likely.





OPM Reader Poli In the future, do you plan on using the DVD movie feature on your

PS2 more often?







movie, the studio has finally released this single shot to the press.

The teaser picture above features the beautiful star, Milla Jovovich

(The Fifth Element, The Messenger), in her role as a character

named Alice. So far, the only other character announced is Rain,

whom Michelle Rodriguez (Girffight) will portray. The Oct. 26

release also stars Eric Mabius (The Crow: Salvation), as well as

several other actors whom we're sure you've never heard of andprobabily don't even care about.

# OVERHEARD: HIDEO KOJIMA

"I actually hate random enemy encounters. I'm hoping that in the future a Dragon Quest or Pokémon would allow you to change the game depending on your tastes. You'd plug in some sort of memory card which contains your personal preferences, and the game would change accordingly."

-Kenami's Hideo Kejima (Metal Gear Solid) talks about what he envisions the future of gaming could be like.





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# ZOE FLOWER THE CRYING

Have you ever cried over a video game? I don't mean tears of frustration over poor controls, a clunky interface or the final elusive cookie you need to master



the game. I mean true emotional attachment. We've all had extremely emotional visual experiences in our lives, most likely in the format of film or television (I bet you cried too when E.T. went homel.

So why doesn't this translate into the realm of the interactive as easily?

Japanese game designer Matsuma Masuura asked the same questions during his recent presentation on "The Cultural Borderlines of Games," The "Papa of PaRappa" (dripping pure cool with his white blonde hair and orange sneakers) asked casually, "Have you ever cried in a game?" My hand crept skyward, solitary. The male-dominated crowd could have been keeping quiet to avoid embarrassment, but the point is that, universally, video games hit an emotional ceiling when it comes to inducing the entire gamut of feelings.

Why would a tearful outpouring be a benchmark of emotional success in a game? We've all laughed out loud, experienced the emotions of fear, anticipation, excitement and outright frustration from a game. Isn't that proof that games have mastered the art of emotional entertainment? Should we care about more complex emotions like regret, longing, insecurity, revenge? I say, DEFINITELY. Bringing the entire spectrum of human feeling into the digital domain could open up the field to whole new experiences and genres, helping games gain ground in the mainstream world.

Sony thinks so, too. The PS2's aptly named "emotion engine" was supposed to give designers the tools to output emotional content, at least as I understood it (yes, I'm occasionally naive!). Unfortunately, this currently translates into beefed-up graphics and lightning-fast load times slapped on top of content we've all seen and played before.

Nonbelievers argue that video games can be restarted at any time, so the player never really cares about the conse quences of his actions, resulting in a detached experience no matter how well-designed the game is. I don't buy that for a second. We've all devoted hours of our time to an epic story or battle. Doesn't sound like "detached" behavior to me.

Perhaps we have become socially conditioned to movies and television, requiring specific timeframes, camera angles and other subtle emotional cues to create a deep emotional response. After all, the game I cried in was Final Fantasy VIII, and I'm sure it had a great deal to do with the intense "Hollywood" cinematics . (The previous statement does not

endorse the use of more cutscenes and less gameplay to evoke a reaction.)

Maybe my crying had more to do with the fact that I'm a girl who also weeps over Party of Five reruns, stray kittens and bad haircuts. Regardless, I stand by my belief that exploring complex emotions in games will make for more interesting content. And, until a game makes me truly sad, I won't be happy.

Zoe Flower is a presenter and producer for the Canadian TV show Electric Playground. She's also a Web designer, writer and video game fanatic. Check out her work at www.elecplay.com or www.zoeflower.com.

# **New RPGs Hit Japan**

A LOOK AT THE LATEST PS2 RPGS IN JAPAN

With the PS2 really starting to pick up steam in Japan, lots of new role-playing games are being announced almost every week. We decided to take a look at some of the more promising ones,

The first is Harvest Moon 3, the latest installment in the cult classic cropgrowing life-sim series. Along with an enormous graphical enhancement, the game will give you more flexibility in how you spend your time on the farm Harvest Moon 3 will release in June in Japan and possibly late this year in the U.S. Another promising title is Endonesia from Enix. This adventure RPG will run in real time, but with a twist-once every 10 days, the world you live in will loop back to that first day Endonesia hits Japan in May One other Japanese RPG that's caught our attention is Growlancer 2 from Atlus Featuring very detailed hand-drawn graphics, along with a talented group of developers working on the game. Growlancer 2 could turn out nicely. It hits Japan this summer, and Atlus may opt to bring it here later on.









# In Other RPG News...

- Jade Cocoon 2 for the PS2 is on track for a release this summer in Japan. The game is said to have a new engine as well as online elements.
- · Bad news for those looking forward to Star Ocean 3. Enix previously stated the game was going to come out in spring of this year in Japan, but the company actually meant spring of next year. Oh well...
- · Surkoden III for the PS2 has been given a release date of December in Japan, A U.S. release will likely follow in spring 2002
- . Square will be showcasing a new PS2 game at the Electronic Entertainment Expo in May. Stay tuned for details on it soon.

Arcade -**OPM Reader Poll** Fighting Which kind of Sports games are you most looking forward to Puzzle playing online with Driving Shooter your PS2? 12%

Tarzan Returns Ubi Soft is developing a sweet-



looking new PS2 game based on Disney's Tarzan animated film. Look for it this fall.

# Capcom Update

Good news, Mega Man fans-Capcom is already hard at work on Mega Man X6 for the PS one. And PS2 fighting fans get ready for the 2D fighter SNK vs. Capcom 2 this fall!

## Tony Hawk Again Activision is currently working on Tony Hawk 3 for the PS one and PS2 for release this fall. Naturally, expect it to

# Flash Back

kick ass.

Here's a little nugget for you: Sony's Phase Paradox (previewed in OPM 43] continues the story of Philosoma, one of the original shooters on the PS one. No word yet on if the PS2 title is headed stateside.

# Zip It Real Good

lomega plans to release a USB Zip Drive for the P52. which will allow you to play new levels for games downloaded off the Internet as well as store new self-created data. Cool, huh? Several publishers are already on board to support it.

# Broken Times 3 Revolution Software has

revealed that Broken Sword 3 is in the works for the PS2. Look for it to release in 2002.

# OVERHEARD: MARTIN EDMONSON

1%

"Imagine how the second- and third-gen titles will look when everyone gets to grips with the system. Compare the first Ridge Racer with RR4, Gran Turismo or Driver-I think the difference between generations of software on PS2 will be even more marked."

-Martin Edmonson of Reflections (Driver series) tells OPM what excites him most about the PS2.













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# **TOKYO GAME SHOW**

Japan's premier gaming event allows gamers a first peek at Final Fastasy X and more

the least, and for accome into receuse TOS is always crowder. Crowded as all hell. Even when there's conably cold weather and snow. which happened this time around. Before the show, massive lines adorn the streets leading to the convention enter in Chiba, and once under way, the halls are packed tight. But that's all part of the fun of TGS. Or maybe not, but you

a tad smaller than usual, with fewer booths and some major companies absent, including Sega. Blame that on the transition phase that the industry is going through at the moment (both Nintendo and Microsoft have yet to release their next-generation platforms But Sony had a very strong presence with some major PS2 titles on the show attracted massive crowds and were no doubt the stars of the show. Nearly the entire Square booth was dedicated to FFX, and a portion of the Sony booth also featured FFX kiosks. GT3 alone took up about a quarter of the space of Sony's tured a whole slew of other third-party titles in its booth, something it refrained from doing in the past

Other PS2 titles that garnered a lot of tion at the show were Silent Hill 2 from Konami and Shadow Hearts from Aruze. The playable demo for Silent Hill 2 was really short and seemed early, but it gave gamers a great indication of the style and mood the designers hope to convey. Shadow Hearts—developed by Sacnoth, which is made up of a lot of for mer Square guys—was undoubtedly "the FFX" for most people. It's easy to see why—the game tooks like it could and up being a hit RPG for the PS2

weren't many worth talking about. Many hoped before the show that they'd catch a glimpse of Sega's first offerings for the PS one-such as its Sonic the Hedgehod collection or just about any other Saturn ports-but those were unfortunately until the Electronic Entertainment Expo (E3) in May. Music games were still. shown for the PS one, but the dearth of most other genres was a clear sign that the system is fading in Japan. Which seems strange considering that PS one titles like Dragon Quest VII (which has now sold more than 4 million units) are still moving remarkably well there. At Chronicles for the PS one, which looked very solid indeed

Overall, the show was a tad disapstill an exciting spectacle for gamers.

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Be ready to strike with us. Wait for my signal. When it comes, strike hard and strike fast. We must free Mars!

BETTER RED THAN DEAD

# FIGHT BACK

We've taken out control towers with our new Geo-Mod technology hijacked Ultor's vehicles by ambushing supply lines, and raided bunkers to amass a huge arsenal of weapons. Check out this surveillance footage from our most recent assault.















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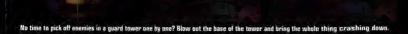
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## GEO-MOD TECHNOLOGY

Utilize Geo-Mod technology, the most sophisticated form of real-time geometry modification, which enables complete environmental destruction. Flank enemies by creating new pathways through the environment. Blow holes in the floor to stop oncoming foes. In layman's terms, **DESTROY EVERYTHING IN SIGHT** to achieve the goal. There are no boundaries to constrain your fury.



There's no need to spend large amounts of ammo eliminating this highly armed convoy. With Geo-Mod technology, just two strategically placed blasts to the bridge from the Rocket Launcher will send them all tumbling into the abyss.



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Gear up with over 15 different weapons to destroy Ultor's guards and mercenaries. All the weapons have secondary firing capabilities, making them some of the most sophisticated in the solar system. Here's a sample:



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Magnetic Rail Driver



(with infra-red scope)

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Violence Blood and Gore  $\mathbf{V}$ 

THO





Some other PS2 highlights at TGS include Armored Core 2: Another Age, which features much improved graphics and gameplay. The RPG Shadow Hearts also kept us entertained for quite a while. We were delighted to finally get our hands on Age of Empires for the PS2 (which supports USB keyboard, mouse and modem). Finally, Sony's adventure game Phase Paradox also had us hooked:











Company came up with a crosspromotion for Final Fantasy IX with

## **DATA** STREAM

Trigger Happy



Namco has revealed that it will be bringing one of its most popular arcade shooters home to the PS2 this fall. Look for a major graphical upgrade, Also, look for it to release with a new PS2 GunCon peripheral.

#### It's About Time



Surprise! Clock Tower 3 is in the works for the PS2. Capcom and Sunsoft have teamed up to salvage the series after its previous developer, Human, went under. The team includes the scenario writer of Devil May Cry, along with other topnotch Capcom talent.

#### Another Hot Shot

Sony's Hot Shots Golf 3 won't be the only comical PS2 golf game in town anymore. Sierra plans to release Minigolf Maniacs this fall, and rumors say it'll support online play.



Japan PS2 News

Sony has released a new model of the PS2 in Japan (SCPH-3000) that incorporates the new PS2 hard drive and broadband network interface. Word has it that the package will soon see a U.S. release. Software sales have also risen dramatically in Japan, with Onimusha taking the top spot at 1 million units sold to date.

#### PS2 Xenogears Sequel Announced

One of the highlights of this year's TGS was the announcement of a PS2 sequel to the popular PS one RPG Xenogears. Titled Xenosaga, this new game is being developed by MonolithSoft, which is essential ly composed of the same bunch of guys who developed the originalexcept at the time they were employed by Square. And this time

Sam "Hotpants" Kennedy's

hands-down favorite PS one

game at the show was

Castlevania Chronicles.

around, Namco will be publishing the game. This may mean that there won't be any direct references to the original game in the sequel, thus keeping Square's lawyers happy.

So far we know that the game takes place on a different planet than the original's and features an entirely new cast of characters. And great news for fans of the first

game's music-Yasunori Mitsuda (Chrono Cross) will return to handle the orchestration.

Xenosaga will release sometime in 2002. We can't wait!











version or a superdeformed version. These can also come painted or unpainted. So far, the only two characters who have been revealed are the game leads, Tidus and Yuna



# RETURN TO SILENT HILL





ith its cinematic approach, Silent Hill helped redefine the way horror is presented in video games—and that was surely one of the reasons why the game became so popular. Capcom's Resident Evil may have had more action and shock value, but Konami's Silent Hill had style. Instead of nefarious beasts suddenly jumping at you from behind glass windows, Silent Hill's enemy encounters were often slow and more built up. You knew there was an enemy up ahead—you could just feet. But due to lack of visibility.

with trailing blood and gore, disgusting sloth and self-torture; demented, carnal lust---it's outright evil like you've never come across in a video game.

"It believe we were able to create a distinct world view in Silent Hill," producer Akihiro Imamura points out about his original horror creation. "But this time around, we want to create a game that, while it maintains a similar taste as the original, features a whole new story and a completely new presentation." It's immediately apparent that this is Silent Hill—the town

new generations of game consoles can surely produce more polygons and accomplish better CG movies, "Inamura states, "but the glarey, polished CG-ish look is still there. In Silent Hill 2, we are really proud of the analog film kind of style. We wanted to create as non-polygonal-ish an image as possible. That's why the game has the noisy look to it."

Other elements like the flashlight and fog were used in the original to make up for the graphical limitations of the PS one while at the same time setting the mood. It

After playing the original, you'll forever have the haunting sound of the radio ingrained in your mind Imamura claims that the radio and other sound effects wil. be greatly enhanced for the sequel. "The radio noise in Silent Hill was monotonous, so we are working on making it more natural for the sequel-more like an actual radio," Silent Hill 2 is also the first title to make use of a new 3D audio tool library from Sony. "You'll be able to hear where sounds are coming from in the game fupward to downward, front to back, direction and distance), and this can be accomplished just by using two speakers or just a pair of headphones

Silent Hill 2 will also feature lots more voice-which raises the question of voice talent being used for the game (since Konami's recent titles like Zone of the Enders and Shadow of Destiny had poor U.S. voice-overs), CG director and character designer Takayoshi Sato, who recently moved to the U.S. to work from Konami's U.S. studio, chimes in. "That's one of the reasons I went to work from the U.S," he explains. "This sort of thing could be focused on with me here. Konami is a Japanese company, but is now doing lots of business worldwide, and it's absolutely integral to us that we learn more about the American and other cultures when making products. We'll make sure that the voiceovers won't disappoint."

While the graphics and sound both seem to be getting their respective upgrades, so

## "As in the first title, rather than expressing direct fright to the player, we are trying to focus on instinctive fears."

ty along with the dramatic camera angles and aural mood setting, you didn't always know exactly where it was hiding. And that was, well, scary. Because of this, Silent Hill toyed with gamers' emotions, evoking deep fear in just about anyone who dared to play it

Sitent Hitl 2 continues what was started with the original, but takes things to the next tevel with the power of the PS2. This time around, thanks to the added realism, the terror is greatly intensified. OPM recently sat down with an early version of the game, and we were completely shocked. This is some seriously messed up stuff, folks—like something out of your worst ingithmares. Dismembered corpses

is filled with fog, you're required to explore dark hallways with a flashlight—but the sequet certainly does have a new style to it. Imamura drew his inspiration for this new Silent Hill, chapter from an interesting source. "I watched a lot of David Lynch films," he says. "It wasn't necessarily just one or two particular movies, but rather his work and presentation overall—his style. I borrowed a little taste of his style for Silent Hill 2."

But while the Lynchspirations are likely very subtle in the game, there are some elements that are immediately noticeable—such as the noisy, grainy look of the screen. Why did Imamura opt to use this unique graphical trait for the sequel? "The

would be a natural assumption that thanks to the PS2 these effects would no longer be required for the sequel, but Imamura disagrees. "For Silent Hill 2, we want to do that same sort of presentation again," he says. "The fear of not being able to see what's ahead or around you is something that really disturbs human beings. That's why we need to use the flashlight Also, even on the PS2 this effect can help us accomplish things graphically: If we cut down on the number of polygons, we can use better textures. This makes things look better, so there's another reason."

But just as much as the graphics are integral to setting the mood in the original as well as the sequel, so is the sound.





## Silent Hill 2 cont.

will the gameplay "We've been constantly thinking about ways to improve it," says Imamura "We plan to not only have radiocontrol-style control, but also Super Mario 64-style control. And for the Japanese audience we're thinking about having a single button for shooting. (Japanese gamers often prefer more simplistic gameplay than

Having been in development for a year and 10 months, Silent Hill 2 is only now beginning to really take shape. But with a good six months left in its development cycle, the group feels it has plenty of time to perfect this sequel. Not surprisingly, this team has grown considerably since the original title was put together "All of

pte as they did with the original. "As in the first title, rather than expressing direct fright to the player, we are trying to focus on instinctive fear," says Imamura, "such as the fear of knowing something is hidden in the dark. Basically, it's like the fear in Silent Hitt 1, but much deeper." Sato agrees: "Last time, we concentrated on the atmosphere and the feeling that the town has. This time, we concentrated on not only atmosphere but also human emotions, which allows us to express a deep, profound story

From what we've seen so far, these guys have nothing to worry about Silent Hill 2 is undoubtedly shaping up to be one of this year's biggest horror titles. Ever

ed to have you chopping off the enemies' arms or heads when you hit them," Imamura points out, "But because of CESAs [Computer Electronics Software Association, the committee that oversees game software in Japani code of ethics. we opted not to have that. During development we didn't think of that code at first. though, so we had to change our plans later We are always trying to do what we envision for the game first, but if it's going to be in the gray area, we usually consult them about it first," So the game is acceptable on CESA standards, but what about for the U.S. market? "Most of the guys on our team did the original game," says Imamura, "so we have a good idea of

## "I figured it was a message from God telling me that we went too far, so we decided to tone it down."

the core members have returned for the sequel," says Imamura, "but making games for the PS2 takes more resources than the PS one. Roughly, I'd say that the number of people we have working on the sequel has doubled over that of the original. Frankly, making games on the PS2 takes twice the manpower, and costs twice as much " But with the results the team is getting, Sato and Imamura, who have to work together with 3,000 miles in between, don't seem to mind. "The group is very cohesive and everyone adds input," says Sato "But it can be a difficult thing. We've changed the main scenario completely twice already. Basically, everyone makes suggestions about tricks, scenarios and lines in the game. Our scenario writer compiles all of those ideas and writes a core story. Then we have a meeting and discuss and tweak the lines and scenarios It takes a long time, but we want to make this thing as good as we can."

the little we've played so far featured a great deal of shockingly disturbing visuals. With this in mind, we ask Sato if he's at all concerned that he and his team may be stretching things too far. "Yeah, nowadays we are getting nervous about that," he admits. "But these elements are necessary to explain the story of Silent Hill There were things that we toned down, though-take, for example, the fat guy puking, did you see that?" Unfortunately. we had. A vile scene if we've ever witnessed one-an ugly man looking as if he hadn't showered or seen the light of day in weeks making an awful mess of himself. An image that we would have rather forgotten "Well, the scene was originally accompanied by a lot of disgusting sound effects," Sato continues, "and it had lots more vomiting. But for some reason during our editing process, the computer we were using crashed and we lost it. I fig-

how it II be rated for the U.S. market When it gets into the gray area, we sometimes consult sales people in the U.S. to see if things would be acceptable or not."

Whether the game ends up being acceptable or not, there's no question that it'll scare loads of people, just as the original did, Imamura and his team have the whole horror thing down pat, that's for sure. But we can't help wondering to ourselves: Spending so much of their lives in the Silent Hill universe and working with all these dark creatures, do these guys ever get nightmares? Surely even the masters must get scared

"I don't get haunted by the games because I see the creatures we deal with every day," says Imamura. "I guess I've just gotten used to them." Sato agrees, but he admits to having been a little freaked out in the past. "I've never had a nightmare," he says, "but for some reason one of our hard drives crashed three But now I'm honestly thinking it has to do



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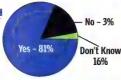
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**OPM Reader Poll** Do you think you will eventually use the online feature for the PS2?

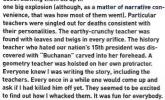


JOHN SCALZI

## KIDS, NOT

When I was in high school, I wrote a story about killing off every single one of my teachers.

And we're not just talking about blowing them all up in



If I wrote the same story as a teenager today, I'd probably be expelled from most schools in the country. You couldn't get away with that story anymore, not since Columbine, not since Santana High School. People would see that sort of story as a danger. Anyone who'd write that is a threat. The assumption now seems to be that teenagers are always on the verge of exploding, and that the slightest sign of violent thought-in a story they've written or read, in a song they listen to, in a video game they play-is indicative of a disorder that could one day cause the kid to snap in the worst way. Teens, by their rebellious and messed-up nature, are now seen as a permanent potential enemy, an unlit stick of TNT.

I quite obviously never acted out on my ideas in that story-indeed, I graduated with many friends in the faculty, the teacher I "killed" with the leaves and twigs being one whom I respected and admired the most. And now I make part of my living helping parents make responsible decisions about the video games they bring into their homes. I didn't grow up to become an enemy of the state; I never was one to begin with. Neither is almost every kid who plays violent games, watches violent movies, or writes black little stories in school.

I am clearly for parents taking an active role in what their children watch, play and hear. I'm for intelligent, thoughtful ways to make our schools safe places for our children. I'm for making sure those kids who do need help get it before they hurt themselves or others. But all of these things can be done without first assuming that our kids are the enemy. Kids know how we feel about them. The tast thing we need is an entire generation believing they're distrusted and feared, Imagine what sort of adults they might grow up to be.

John Scatzi runs GameDad, a video game site for parents Visit it at www.gamedad.com.



## A League of Her Own

Pop chanteuse Vitamin C has a song in Triple Play Baseball, but she almost became a player as well.

So how did you wind up with a song in Triple Play Baseball? I blabbed in a bunch of interviews that I was into Triple Play and that I'm a huge baseball fan, so the people from EA Sports got in touch and asked if I dilke to have a song in the game

Did you get to see the game before you said yes? No, I was just, "OK." I was way into it. Every year, the game gets better, so I wasn't concerned that all of a sudden they would change the game into something no one would want to play

Whose decision was it to use your cover of The Waitresses' "I Know What Boys Like"? EA Sports | Submitted three songs that thought would be good for the game-that, "Where's The Party" and "Busted"-and they preferred "Boys

They were going to make you a playable character in the game, but didn't have enough time to do so. How did this happen? It was all very organic After we talked about me doing a song, they asked if I'd be into doing some motion capture stuff-because they've done that before with neonle like Robbie Will ams and FIFA-and I was like, "Oh my god, that would be so cool."

How long have you been into baseball? Since I was a kid, though there were

some lean years we don't like to talk about I've been a Yankees fan my whole life-I've never liked any other team but as a Yankees fan, we just pretend those years didn't happen How often does someone take you out

to the ball game? I used to go to games quite frequently When I m home, in New York, I go a couple times a month Though last year I only got to go once because I was touring

How often do you play Triple Play? We used to play all the time when we were recording, but on my new album I didn't because there was no time. Sometimes you do an album and there's downtime so I'll sit in the lounge playing Triple Play but this a hum wasn't like that So are your baseball-toving relatives psyched that you're part of this game? Yes, everyone's pretty excited I don't know if my dad will play the game, but

ne II get a kick out of it Any plans to have you or your songs in any other video games? No, but I would definitely do it. I think it's a really cool thing. Best of all, you get a free copy of the game (laughs) Vitamin C's new album is called More



Ready to Roll?



MGM Interactive and develop er Runecraft are currently working on a game based on the upcoming Hollywood remake of Rollerball. The title, which is likely to be published by EA, should hit alongside the theatrical release later this year.

Superman's Back Infogrames has revealed

that it has two Superman games in the works for the PS2, including an action combat title.

Smacked Down



Now that the WWF has bought out rival wrestling league WCW, it remains to be seen what will happen to upcoming WCW games, Electronic Arts, which currently holds the WCW license, is using a waitand-see approach, and has placed its WCW PS2 game on indefinite hold. THQ, which holds the WWF license, is looking into the possibility of including WCW wrestlers in upcoming games.

## OVERHEARD: JACK BLACK

"Whenever I have a job, I look forward to finishing it. That's my favorite time, when there are no booked gigs in the future. There's nothing but, like, PlayStation."

-High Fidelity's and Tenacious D's Jack Black, as quoted in the U.K.'s Total Film magazine





# WE GOT THE FUNK

Funkmaster Flex, MTV and New York's hottest DJ, mixes it up with OPM



#### is radio cooler because it's all about the music?

It's like a playground. There's one person who does it better than me, and that's Howard Stern. You usten to Howard Stern and you can tell that he loves it, that he'd do it for nothing. I think that's the difference between people who are in it two years and people who are in it 20 years

How important is it for a talented, young DJ to know you? It s a good thing, but there are two sides to it. I'll meet a young DJ and a couple of years later he's doing his thing and he'll get cocky. He .l think Flex is getting old, saying he wants to play with me in a club. So I'l, have to show him how it's going down. I tike young talent. DJing is an art form and DJs are keeping it strong. The rules are changing a lit tle bit with Napster-you don't have to go through the initiation of being a DJ

#### Who are your role models?

I like Quincy Jones, Michael Jackson, Howard Stern, David Letterman. Michael Jordan I like people who do more than one ob, who do more than one thing People who wear a lot of hats. Johnny Carson is very interesting to me. And Seinfeld, I like people who have mastered their craft. You can have Leno and Letterman, but it's all a small piece of Johnny Carson

#### Have you gotten to meet all the people you've wanted to since you started doing this?

I've met a lot of people. I want to meet Gene Hackman because I'm a big fan of his And I want to meet Howard



Stern I spoke to him on the phone, but I've never met him in person. Those are two people I'd really like to meet

#### All those people "made it." Was there a time when you felt like you wouldn't make it?

I never had a barrier In 1987 I was playing in a small barn in Mt. Vernon for \$100 a night, and I made it then. That was making it for me. Everything else is just bigger, i just wanted to DJ and play music if I can do it in a barroom, or I can do it for 4,000 people, I'm happy

#### Who's your favorite rapper?

it's a combination. I'm a fan of KRS-One, not only because he's an MC, but he does a speaking tour. Luke DMX for the

#### GORTLLAZ

www.aor.llaz.com Gorillaz is as untradition al as it gets. A virtual band MTV Music Generator's second made up of characters (Murdoc, 2D, Noodle and Russell, they're actually fronted by Blur lead singer Damon Albarn and Tank Girl creator Jamie Hewlitt, But besides Albarn and Hewlitt, they're a mishmosh of fine musicians. In March, Gorillaz made a "live appearance, which basically meant the four characters were featured on a big screen, interacting and playing music.

#### APOLLO 440

A Different Spin

Bit

artist

he is.

and lyri-

rist that

JayZee I like

as a lyricist,

www.apollo440online.com Fans of Sony's PS2 ATV Offroad Fury and Activision's

PS one Spider-Man have already heard the stylings of Apollo 440. Remember that version of the Spider-Man theme song? They covered it. And their Music Generator 2 song, "Don't too, but Luke that Stop he's one of the

CEOs of his record label Which means he's controlling his destiny. I'm a big fan of Ja Rule, he's 3 million sold lion. I think he's what the game is going

that'll probably go up to 4 mil-

#### Have you seen Exit Wounds?

No. I'm not too much for rappers doing movies. I've done one and that was me playing myself judging a DJ contest. It's a Disney move that comes out in a few months. But I'm not too much for it. I'm not too much for holding soft drinks either Maybe I'd promote Burger King because I like it, but I'm not for people holding Mountain Dew or Sprite. If you're not really drinking it, don't do the ad. But it seems like everyone's doing these ads, to the point that you wonder who you'll see on the next Sprite commercial

#### Who do you most respect in the music biz?

It's easy to respect Russel Simmons. But I also respect peo ple who do radio stations across the country, along with MTV, BET, HBO. They're great outlets for music, for what's going

## etter than me, and that's Howard Stern."

on. There s lots of other channels on TV that don't support the music of young kids. I like the places I mentioned because they re innovative. I always looked up to Source magazine, too. I like things in the media that tell people what's going on

#### What does a game like MTV Music Generator 2 do for music and for aspiring musicians?

I think it gives a kid the chance to be creative on his own. He gets to make sense of the sounds. Players will be making something that wasn't originally there. Maybe these kids can do it better than me. What if someone really enjoys doing this. taking time to piece things together? That could develop a kid's career. Maybe now he wants to get equipment or program or maybe he sings or raps to it. A lot of different talents can develop from that









the Rock," was nominated in the Best Dance Video category at the Billboard 2000 Annual Video Awards.

#### BENTLEY RHYTHNI ACE

www.parlophone.co.uk/bentley/ The Bentleys-Michael Barrywhoosh and Barry Islandmet in 1995. One was an unemployed road layer, the other was a bass player for Pop Will Eat Itself. They met at a party where Barrywhoosh was playing psychedelic pop tunes, "I was playing records and he really loved them. Then we nearly kissed. We didn't. So we made records

instead. We were lonely." B.R.A. is beat-heavy, perverse, and has samples from all over the musical map. Since they came to America to tour in 1997, they've wowed and surprised with their madcap musical antics

#### ZOMBLE NATION

www.zombiegeneration.org As eccentric as they are talented. Zombie Nation is a mystery. Their Web site says that the band is ruled by "Gnork Zomb, who appears in publicity under the commercially bearable synonym Splank!" All we can figure is that their latest work

> Kernkraft 400, is something you should try to get your hands on. If it doesn't make you move, check your joints.

## True M.C.

The first MTV Music Generator was tight. You could waste days piecing together a mix, making it just right. But there was always a limit to what you could do. For one



thing, you were confined to the samples within the game. Of all the things that make us tingle with creative anticipation about the sequel, there's one facet that makes for all kinds of sampling daydreams. The latest version will have a dedicated USB Sampling Hardware unit. What does that mean? Well, with both the adapter and a microphone set up, you can sample directly into the game, and that includes your own voice-or the banging of pots and pans together, if you want. You'll get CD-quality sampling (44.1 KHz) for 23 seconds per sample. You can then edit samples (slow them down, speed them up, cut them into parts). There's only one limitation: the space available on your memory card. As far as we know the microphone will cost \$14.99. If anything changes, we'll be the first to tattle.



## INSIDE THE INDUSTRY:

# VOICE ACTING

Ihis article kicks off a periodic series exploring some of the lesser-known professions within the video game industry. We'll profile personalities from all segments of the industry, focusing on the interesting, the unusual or the just plain werd, offering you a behind the-scenes look at the many facets of game design.

We got an interesting letter a few weeks back. "I just read Joe Rybicki's review of Shadow of Dest ny from Konami, due out on PS2 this month. I'm the voice actor who played sleke, the main character. After I ruled out taking my own life (Joe was not kindl). I thought perhaps you'd like to know what it's like from a voice actor's perspective." We were intrigued As we continued to read, we learned more about voice acting than we ever expected to know. So we decided to dig a utile deeper.

Scott Keck, in addition to Shadow of Destiny, also did voices for Z.O.E., Destruction Deroy 64, Hybrid Heaven and Spawn for Game Boy That's a pretty varied résumé in an industry that, on the whole, still sees voice work as secondary in importance to, well, just about anything else. Who can forget the immortally awful overacting of the original Resident Evil? But Keck cautions against judging voice actors too harshly, often they re merely following direction.

"Eighty-five percent of the time, when you get into the booth, the client will ask you to change what you re doing," says Keck, "because it doesn't match their 'idea' for the character. While I often disagree with the translations and try to offer polite suggestions for improve ments, in the end, this is a job. We are basically here to do what the client asks us to do, to the best of our apility. You can suggest, you can fudge the characterization, but in the end, you gotta do it the way they tell you to I am an avid gamer, besides being a voice actor, and yes, I have cringed at terrible dialogue. But am a lot more sympathetic to what the actors are going through

With this in mind, we asked Keck to outline the basic process of landing and executing a voice-over job.

#### Step One: PRE-AUDITION

"Generally, when you arrive at an audition, they will have severa, items on hand

"First, a character description, also known as a breakdown" usually a few



These are the Japanese voice actors, and you will frequently be asked to be the 'American' version, matching their pitch tone, delivery and energy

There will also be sides—what a actors call the pages of script. This is usually one page, or a few paragraphs from different scenes, to show the character's range. You'il have anywhere from a few minutes to an hour to study the sides and try out different voices. If you're realfy lucky, there will be a couple paragraphs giving an overview of the game.

#### Step Two: AUDITION

Usually the company wil, ask you to change things around after they've heard you, often several times. Being able to

experience. There are times when the company will tell the voice actor to "just have fun with the part"—these tend to be the best and most rewarding experiences, says Keck. But often the experience is much more demanding.

"I don't think people know just how hard we work," Keck muses "I've orne games where I nave had to record the sound of my character taking damage, or getting beaten up. I was literally black and blue from throwing myself on the floor and making all kinds of sounds. Also, try reading a full page of copy, 10 different times. Each time, the client asks you to change one thing—but it's a different thing each time. So, you change that one little thing, but you gotta read the rest of it the same way because they love what you're doing with the other copy. That, my friends, is work."

And then there are the really tough jobs. I think one of the worst things about my job is when you know you are doing a kick-ass character voice that is perfect for the game, and the client has you make a 180-degree turn—and then they love it and you hate the

"Or even worse, you'll record tons of dialogue, only to find out that it aidn't get into the game. Or the utilimate. Someone decided they didn't like you and they dumped all your tracks and hired another actor, who wound up doing the character the way you imagined it in the first place, before the Client Tixeo' it!"

Scott Keck can be heard in a variety of venues. Check out his Web site at www.localfool.com for further details



lines descriping the character. 'Zeke—a bad guy. He's high-strung and has a ner vous chuckle. He was raised by wolves'

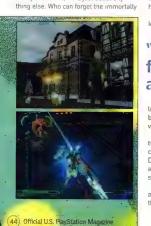
"Sometimes they will have a sketch of the character—or, at least, what the character looked like a few months ago During the creation process, game characters change looks, change sides, and somet mes, change sexes!

About a third of the time, the game is already much further along in Japan. So they will have tapes for each character.

take direction is key. If they see that you pay attention to what they say, and make the changes they want, they will know you're easy to work with. Lose the attitude; aim to please. Be on time, be polite, and be willing to try! it as many different times as they ask you to."

#### Step Three: DELIVERY

If you're lucky enough to land the job, prepare yourself for an unpredictable



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- Official Dreamcast Magazine



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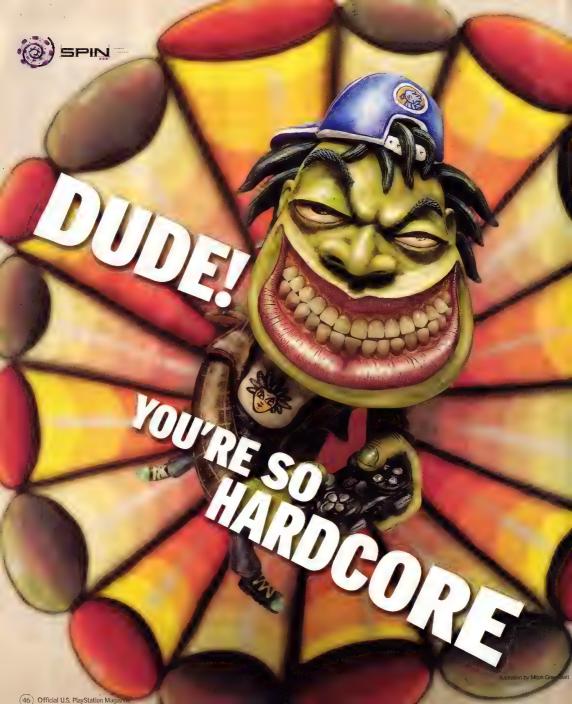
Dreamcast

PlayStation 2









## Being "hardcore" is tougher than you'd think. Here's our handy guide to proving you have what it takes.

Maybe you truly are a hardcore PlayStation gamer, or maybe you just aspire to be one. Can't hold your own in a conversation at your local import store? Don't know what the guy behind the counter at Babbage's is taiking about? We can help you fake your way through and sound just fike games journalists and so many other hardcore gamers. Just make sure you remember the following advice and you won't go wrong advice and you won't go wrong advice and you won't go wrong.

#### CAMES

The MGS2 demo isn't just a cool sample of a game...it's a competitive sport that pits hardcore gamers against each other in a battle of pride unlike anything you've ever experienced. A demo that can take up to an hour to complete if you just want to play it "normally" can be blasted through in a matter of minutes. This will eventually lead to two things: a) hardcore gamers gloating about their placement on the "Very Hard" ranking on the Konami Web site, and b) it will trigger the inevitable "MGS2 is going to be lame because the gameplay is just like the first one, and it's too short" claims. Klonoa 2 is gorgeous, but the truly hardcore are already bitching about the gameplay. It's basically a very pretty, very linear platform game. So it's just like the first one, then. Hopefully the new one will sell more than 38 copies, though, thus no longer making it a niche "hardcore" game Maybe that's as much the reason for the

Onimusha may have been out for a couple of months now, and it's still a big seller But, you're not truly hardcore until you've in order to appear hardcore. Although you love everything about games, it's important to retain an air of ambivalence toward prety much anything except really obscure Japanese games that no one can pronounce properly You're also obliged to vehemently defend the delights of 2D games, especially 2D fighting games. Tekken sucks. Remember that. And opinions are allowed to change without notice also Tekken doesn't suck. OK?

#### HABBERS

The big one here is the Game Boy Advance. Although every sane person with a wish to be entertained is going to want one eventually, the truly hardcore already have one. If you're a really top-shelf hardcore gamer. and really smart, you hooked up with a pal who lives in Japan [all hardcore gamers have friends who live in Japan) and bought it the day it came out for the yen equivalent of \$90 The next shelf down ordered one from an import store and got reamed for about \$350 for a system and a couple of games. The game of choice is, of course, Castlevania, which is a true gamer's game Comments to throw around to boost your credibility include "Mario Advance looks tame," "Rayman Advance is awesome," and "I have the blue one."

Other gadgets of note include the new Palm m505—which is basically the color version of the Palm Vx replacement it's superthin, takes memory cards and addons, and is generally desirable. It's \$449 and you can get one from <a href="https://www.palm.com.">www.palm.com.</a> Any Palm device is cool these days, and the mobile Internet devices using 36 technology before the summer. What's 397 it's an Internet connection faster than a cable modern in the palm of your hand, that's what if you can wait even longer, AT&T has hooked up with ITT DoCoMo in Japan [the service that you can link your PS one up to) and will be bringing iMode to the U.S. this year

#### The second

By now you're probably running out of space to put all that Simpsons stuff, and many are no doubt thinking that it's time to stop investing. But it's absolutely essential that you purchase Comic Book Store Guy and Frink from <a href="www.thesimpsons.com">www.thesimpsons.com</a>.

You should also go to www.spawn.com and make sure you have a selection of McFarlane toys. No doubt you've already preordered your Metal Gear Solid 2 toys, but the Spawn classic series is also a good fallback, and the new Ash figures from Evil. Dead will certainly up your cubicle cred. The truly hardcore will purchase everything in the "McFarlane's 3D Animation From Japan" range. So far this includes Tetsuo and Kaneda from Akira, Vash the Stampede from Trigun, and Ryoko from Tenchi Muyo. If these names mean nothing to you, you obviously don't know your anime. But that doesn't matter investing in the toys will make others think you know what you're talking about

#### MOVIES

First and foremost: You must, at all costs, make comments as to why the Final Fantasy movie would be so much better if it was being done in Japanese. Regardless of your feelings about acting greats like Donald Sutherland and Ving Rhames, you cannot, at any time, acknowledge that their considerable talents are suitable for the voice work in the mowe. You can say anything you like about the incredible visuals, but you must retain an air of disdain when discussing plot, scripts, background or voices Remember to snort derisively when anyone mentions that 'this is the first Final Fantasy set on Earth.'

The Tomb Raider movie no doubt has you at a loss. It's hound to be lame, but the justifiable excuse for wanting to ogle at Angelina Jolie is that it's probably "true to the game concept." This makes it perfectly OK to wish that she'd drop that towel. It also means that you're allowed to dig out the original Tomb Raider, play it again, and acknowledge that it was actually a good game. If you don't own it, you're not hardcore. So rush out and buy the Greatest Hits version and remember to tell people that you didn't buy it when it first came out because it was overcommercialized, and you only have it now to "complete your PS one collection

## MGS2

Play the demo, get the code and log it on www.kcej.com. The scores are damned impressive, but Kojima recently mentioned that some of these are from clieaters. That's not very liardcore of them now, is #??

The second of the second

### VERY EASY

Radan Type OFF
Damaye Rate: 0
Total Play Time: OhOlm51s
Enemies Killed: 0
Bullets Fired: 3
Continues: 0 Alert Mode: 0

#### EASY

Jim\_Mazurek 94545 Radar Type: OFF Damage Rate: O Total Ptay Time: UnDIm51s Enemies Killed: O Bullets Fired: 3 Continues: O Alert Mode; O

#### MEDIUM

Test 94590 Radar Type: TYPE 1 Damage Rate: 4 Total Play Time: 0h01m29s Enemies (filled: 0 Bullets Firet: 28 Continues: 0 Alert Mode: 0

#### HARD

Jim Mazurek 93305 Radar Type: OFF Damage Rate: O Total Play Time: Oh02m17s Enemies Killed: O Buffets Fired: 4 Continues: O Alert Mode: O

## VERY HARD

Radar Type: OFF
Damage Rate: 0
Total Play Time: OhOlm53s
Enemies Killed: 1
Bullets Fired: 4
Continues: 0 Alert Mode: 0

# The MGS2 demo is a competitive sport that pits hardcore gamers against each other in a battle of pride

finished it in the panda suit.

It is absolutely imperative, while speaking of EA/Bulltrog's incredible job of converting Quake III: Revolution, to bemoan the lack of USB mouse and keyboard support at great length. The incredible implementation of the controls is irrelevant.

**Dark Cloud** isn't a Square RPG, so you'tl have to decide if you're in the pro-Square or anti-Square hardcore camp.

While you're meaning about stuff, it's also worth mentioning that although Z.O.E. was a great game, it was way too short and that the voice-acting was terrible. You also need to mention that you're sick of waiting for GT3 and you're disappointed that all of the tracks look like they're going to be the same as those in GT3.

Moaning about stuff is very important

Handspring Visor Deluxe/Platinum is also worth a look www.handspring.com

Those of you with a "phat" home entertainment system are obliged to invest \$179 in the Sony Remote Commander (RM AV2100)—the universal remote to end all universal remotes. It's programmable, has a groovy LCD touch screen, glows a fabutous blue color and will impress, well, boys www.sonystyle.com.

Phones are becoming more of a status symbol than ever, and the coming months will see some big changes. Right now, just about everyone is laying out the cash for one of those tiny Nokia phones, like the 8260. While they're all the rage now, by the end of the year there will be some fabulous gadgets available on the Sprint and Cingular services. Watch for ultra-fast



## Clish MacLaver Gossip Gossip

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

Games industry gatherings are always the best places for juicy info, and this month Lattended two. First the Game Developers Conference in San Jose, where the world's finest gather to geek out about technology and talk about the future. Later, I jetted to the Tokyo Game Show, where I talked young Sam Kennedy into drinking too much sake, then listened in while drunken game execs, far away from home, spilled the beans on their com-

#### ANOTHER DARK CLOUD ON THE HORIZON

This month's cover game is one of the year's big surprises and will hopefully go a long way to filling the RPG void on the PS2 before Final Fantasy X appears in the fall. Although the game didn't perform terribly well in Japan, developer Level-5 is already hard at work on a much more ambitious senuel Details are sketchy, but we hear that the game will get a graphical overhaul and a more methodical dungeon system. Maybe we'll get to find out why the thing is called Dark Cloud, too.

#### TWISTED METAL: BLACK ONLINE?

If this one turns out to be true chances are you'll be reading about it online soon after this issue of OPM hits the news stands. I ve no idea how sturdy the foundations are to this particular snippet of gossip, but I'm informed by a reliable source that Twisted Metal Black will include a network mode for up to eight players Sony CFA is expected to announce all of its Internet plans on May 16, and I've heard

that TMB may be mentioned at the same time. Keep your eye on the news on www.playstationmagazine.com for more information

#### NO MORE BOUNCING FROM DOEAN EACTORY

Were you as disappointed with The Bouncer as the rest of us? Well, quess what? Even the developer, Dream Factory, was pretty pissed off with the way it turned out. Why? On a recent trip to Japan I spent some time talking with the DF bunch They informed me that the game was a giant embarrassment for them and that the reason it turned out so poorly was that Square stepped in midway through development and completely changed how the game was to be. Astute readers of OPM might remember that when The

Bouncer was originally announced it was said to be an allaction Final Fightish game, and that there would be plenty of interaction with environments and

lots of spectacular brawls. Well, that's what the game was originally supposed to be like, but then Square intervened and tossed away many of those ideas. Because of this the two companies (who've worked together on other projects too, like Tobal) no longer have a relationship

#### PS2 IS STILL NAMEO'S FAVORITE Heard that Namco will soon be

making products for GameCube and Xpox? Well, fear not. PlayStation fans, as Namco's favorite is still the PS2, and looks set to remain that way PS2 is where the world will see Soul Calibur 2, Tekken 4 and

Ridge Racer 6 first. In fact, chances are Namco Japan won't even be doing the conversion work for the other systems. Instead, some are being handled by the U.S. branch and some are being shopped out to external developers. The main teams at Namco of Japan are all auna-ho on the PS2 and hopefully we'll be able to bring you pictures from the fruits of their labors at some point in the next couple of months. Hands up who can't wait for Soul Calibur 2 Check out Hollywood Banter this month for news on the movie as well

#### EVEN MORE SEGA TITLES ON THE WAY FOR PS2

While the list of Sena titles to be released on the PS2 grows longer almost every week, I've heard of a few interesting ones lately. Metropol s Street Racer, which is currently being ported to the Xbox as "Project Gotham," is a hot tip for a winter release, as well as Headhunter, which bears a striking resemblance to Metal Gear Solid There's also word that the much-respected Ecco the Dolphin could be with us by the end of the year, complete with its awesome soundtrack and environmen-

> The hig stuff that'ıl really get you tingling with excitement, though, are the games that are still shrouded in secre-

cy and met with nudges and winks whenever I bring them up with Sega execs. First up, the sports names are more than likely making the hop to PS2 with NEL 2K2 tinged to be the first to arrive, going head to head with Madden NFL 2002 this fall. Later, and maybe even pefore Christmas. I've heard rumblings that we'll be blessed with the simply awesome Sonic Adventure 2. Find a Dreamcastowning friend and demand that he show you the demo that came with Phantasy Star Online, Beyond that, ports of

Jet Grind Radio Future, Crazy Taxi 2 and Panzer Dragoon seem more than likely, along with a hotly tipped new addition to the much-loved Shinobi franchise. A lot of this is still very much speculation, but with Sega's shift in focus it seems unlikely that they'll ignore the most dominant console system when it comes to the big franchises

#### HOLLYWOOD BUZZ ABOUT ALL THINGS FINAL FANTASY

It seems the spectacle of the Final Fantasy movie has provoked some interest in video games in general among the rich and glamorous fraternity. My contacts in Hollywood tell me that Tinseltown's finest are uning up for the chance to be the English-speaking voices in Final Fantasy X. We'll have some confirmed news on this next month, I hope. Who would you like to see? Let us know-e-mail your ideas to OPM@ziffdavis.com

#### EVEROUEST LOOKS AWESOME

I have it on good authority that the PS2 version of the wildly popular Sony online game looks incredible on PS2, having undergone a major cosmetic overhaul. To quote one industry insider, the PC game "is boring as hell and looks like s\*\*t," and yet zillions of people still log on every day to experience the fantasy world. Development has been under way for some considerable time. I hear "It's weird that we've been working on a network game without knowing what the f\*\*\*\*\*q network plans are," I overheard someone say at a party at the Game Developers Conference, Expect more news when we report back from E3 in May

## RUMOR MILL

Grandia 2 is definitely PS2 bound, I hear. The game should hit the Sony platform by this winter in Japan and sometime in 2002 in the U.S. . A new Ultimate Fighting Championship game is currently in development and will be out before the end of the year. . Another Tokyo Xtreme Racer is in development, for those of you who like that sort of thing, . Konami is going to release Dance Dance Revolution Disney Mix on PS one in the U.S. . Watch out for a squad-based online combat game for PS2 tentatively referred to simply as Navy SEALS. . A number of companies are already in talks with id Software to get the rights for a PS2 port of Doom III.

Friends who slay together,



STAY TOGETHER.



The epic journey explodes with the all-new Gauntlet Dark Legacy, the only PlayStation 2 game with cooperative play for up to 4 people. With 8 playable characters, including 4 new alter egos, you'll slash together through 8 deadly game worlds with over 60 levels. Wield new weapons and join forces to use advanced combat moves against the bloodthirsty forces of evil. Prepare thy soul, brave one, for you are about to encounter Gauntlet Dark Legacy.





PlayStation 2







## JOHN DAVISON **TN THE** DRIVE FLYING



Boffins have been saying this for as long as I can remember. The

21st century was supposed to be all about meals in pill form, robots that cleaned up after you and flying cars. None of it's happened, so all those people who said "this is what the future is all about" didn't really have a clue what they were talking about. So take what I'm saying here with as big of a pinch of salt as you like, but there's reason to the madness that follows.

Ever since Nolan Bushnell discovered that you can make rather a lot of money out of this video games lark, the industry has been striving to become "more mainstream." It's something I've heard people go on and on and on about for as long as I can remember, and yet despite sales figures racking up in the tens of millions for some franchises, video games are always described as "for kids" by TV talking heads and politicians alike.

So is it ever going to become accepted as "real" entertainment? How many PlayStations have to be sold before game design is considered art? Having spent some time with a number of well-respected brainiacs at the recent Game Developers Conference, it seems that the way to infiltrate the minds of the masses is to "make it so they don't realize they're playing a game at all." While the part of the games industry that we get all excited about now will continue to make bigger and better games with sexier technology, another style of game will evolve.

The term "interactive entertainment" has been wantonly bandled about for years, but it seems as if the true mass appeal of game content is going to evolve from ideas other than those with their roots in arcade technology. Ideas like EA.com's Majestic will get people excited about being a part of an interesting story without requiring them to demonstrate hand-eye coordination or any kind of physical dexterity. This new style of game plays more with people's emotions by getting inside their heads than titillating them with funky visuals. The majority of people "get" being angry, or scared, or happy, or horny. But they don't "get" why Lara Croft can't leap up and grab that ledge when it looks perfectly obvious that she should be able to. This is why this new type of experience will infiltrate the minds of the masses and help elevate video games to where they truly belong.

Once the PS2 becomes a "network device" it will be a major factor in this phenomenon. Sure, the Final Fantasies and Metal Gears will continue to develop and no doubt benefit from this new interest in gaming, but people like, say, my mom still aren't going to give two hoots about wiping out the hairy-armpit chick in MGS2 with only four shots. Mom will be interested in a story that she can become a part of. Something that draws her in, plucks on her heartstrings-entertains her-but without requiring her to display joypad prowess. The "hardcore" among us will no doubt deride this idea as just a load of smelly old crap, but if the designers I spoke with are right, we're going to see gaming change considerably over the next five years.

Or maybe not. My car still doesn't fly, and there don't seem to be any indications that it's going to anytime soon. But I believe that it will someday.

## PLAYSTATION **APTITUDE TEST**

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

- 1. Which classic EA game will also be included with Madden NFL 2002?
- a John Madden Football
- b. John Madgen Football '93
- c Madden NFL '94 d. Mutant League Football
- 2. KISS Pinball brings Gene Simmons and pals to
- PS one. Which of these other rock bands has had its own console pinball game (think Genesis)? a. Motley Crue
- b Aerosmith
- c Guns n' Roses
- d Green Jelly
- 3. In which of the following games does a guitar not play a prominent role?
- a Guitar Freaks
- b Ephemeral Fantasia
- c. Rising Zan
- d Gitarno-man
- 4. What popular comic-book personality has contributed to the development of Rune: Viking Warlord?
- a Todd McFarlane
- h lim lee
- c Rob Leifeld d Stan Lee
- 5. Which of the following is not considered a "working title" for a game in our Previews section?
- a. BASS Fishing
- b Saivuki The Journey West
- c. Yanva Caballista featuring Gawoo
- d. Herdy Gerdy
- A Which one of these Rad Religion alhums does not include a song featured in Crazy Taxi?
- a The Gray Race
- b Stranger Than Fiction



- c Recipe for Hate d. No Substance
- 7. Contrary to popular belief, Escape From Monkey Island is not the first console outing for the
- Monkey Island series. What was? a The Secret of Monkey Island (Super NES)
- b. The Secret of Monkey Island (Sega CD)
- c. The Curse of Monkey Island (Sega Saturn)
- d. The Curse of Monkey Island [PS one]
- 8. Which artist was featured in the commercials. for the first MTV Music Generator?
- a. Moby
- b DJ Scribble
- c Funkmaster Flex d Kool Moe Dee
- 9. Cinemaware, the company that is rereleasing Defender of the Crown on the PS2, was responsible for which other classic PC game?
- a. The Three Stooges
- b King's Quest II: Romancing the Throne
- c Chris Roberts' Movie Maker
- d. Starflight
- 10. Counting every game that's been announced, how many Army Men games exist on PS one or PS22
- a 6 h 9
- c 11
- 4 13

6.c7.b8.b9.a10.d 1.b 2.a3,c4.a5.d **ANSTA** 

## WWW.PENNY-ARCADE.COM Moving on. about the factor that ple have only seen it in de . Do you have any advice r contemp Mith. ha ha!



## PlayStation-sponsored Troy Bayliss lets his performance speak for itself

Troy Bayliss is a man of few words. It is not surprising: On the Superbike circuit there's hardly time to think, much less talk. The "Wonder from Down Under" seems to prefer to let his stats speak for him—and speak loadly.

speak loudly
Bayles began racing early in life. Really
early, At the age of 10 he was competing in
motocross events, though at 14 he decided
he'd had enough of the dirt and moved on to
more personal pursuits. At the age of 23, he
returned to motorsports, this time in the
street bike circuit. Soon he was racing all
over his native Australia—and winning In
fact, in 1996 he placed third in his first
showing at the Australian Superbive
Championship. The following year he p.aced
second, and decided to take the next step
So, that same year he entered the Phillips
latand Wor.d Superbike Grand Prix, and finished an impressive sixth.

As a result of this, in 1998 he received an offer to compete in the gruelling British Superbike Champ onship, inding Team 65E's Ducati. He placed eighth that year, but followed up with a first-place finish in 1999. The following year he moved to the World Superbike Championship, finishing sixth following a legendary battle under adverse

weather conditions in Assen, Holland. He wiped out that day, but displayed his incred-ble prowess to all, and left no doubt in the minds of observers that Troy Bayliss would prove a force to be reckoned with

Now, Bayluss races for the Ducati factory team (sponsored in part by PlayStation), and as of this writing, siplaced second in the World Superbike Championship season. But none of these accolades have damaged Bayluss' seemingly unshakable reserve We asked Troy about his scarriest moments on the track. His response? "Never had one "A similarly easygoing, down-to-earth answer greets our question about his favorite track I don't have one, I tike most of them." And with regard to persona, heroes, he says only, "Many riders have inspired me over the years."

Bayliss proves a bit more exuberant when we mention his PlayStation sponsor-ship. "My son and I play all the time. I love Driver, and Rayman is a family favorite Interestingly, though, he's never tred Ducat World Recing Championship, Moto@P, or really any other superbike game Apparently, he just likes to save up his racing for the "real" competition for the "real" competition.

We'd say it's working.





# HOLLYWOOD BANTER

#### Judd as Catwonian

Word has it that Ashley Judd has signed on to play the role of Catwoman in an upcoming film featuring the character.

According to Variety, Judd will take the title rote in a fast-developing Catwoman movie at Warner Bros. No further details have been revealed as yet, particularly regarding who might direct the coming film, but we're certainly looking forward to seeing Ms. Judd in that tight black suit

This now puts the tally for Batman-related films at three. Previously Darren Aronofsky [Requiem for a Dream] was given the go-ahead to write the script for Batman: Year One. Meanwhile, director Boaz Yakin [Remember the Titans] is currently at work developing the liveaction movie version of the Batman Beyond animated TV series.

#### X-Men 2 Update

White talking to Comics2Film, Marvets Kevin Feige addressed a number of recent rumors regarding X-Men 2. The main rumor going around, as you may know, suggests that Beast, and the Sentinets would be in the next film, but Gambit was being held back. On this, Feige says: there are no definites. Everything's been discussed. We've got 30 years of history, thousands of books and hundreds of characters. So, we're fuguring it at that:

### 13 Gets Director

According to Variety, U-571 director Jonathan Mostow is in negotiations to take on the long-developing Terminator 3 project. Production is likely to start as soon as the threatened writers and actors strikes are settled or averted. The paper reports that Mostow had met with Arnold Schwarzenegger for "several strong meetings." Terminator 3's story is said to set up the events that topple the world into war with Skynet and its army of robotic destroyers. The script, written by Tedi Sarafian, will reportedly feature an indestructible female terminator that will battle it out with Arnold.

#### Hollywood Samuo

Sammo Hung (Martial Law, many Jackie Chan movies) will be directing Soul Calibur, based on Namco's fabulous game. There isn't much information available yet since the agreement between the producers and Namco was signed on March 29, but we have learned that the budget will be around a very respectable \$50 milition. With the game's medieval setting, shooting will probably take place in Eastern Europe and China. The film should have an international cast to reflect the global popularity of the game, hopefully time film will get Jackie Chan and Yuen Biao involved in some capacity—a reunion of sorts. Rhythm & Hues will more than likely <

be the CG effects house for the project because of its relationship with Namco. Shooting is planned for late summer/early fall 2001, U.S. release is planned for summer 2002.

www.soulcalibur.com

#### Balcula on New Trelc?

Maybe they're just passing along an older rumor, or maybe they know something new. The Canadian adition of TV Guide's reporting that Quantum Leep star Scott Bakula lyou would've also seen him in American Beauty asone of the gay neighbors! has been signed to the coming fifth Star Trek TV series. Given how close the project is to ramping up, it will be sooner rather than later when we find out if this Bakula casting info is the real deal.

#### Dorn Talks Trek X Movie

Michael Dorn (Worf) touched upon a number of points regarding the coming Star Trek X production at a recent convention. Cinescape magazine contributor J. Rentilly reported that Dorn spoke of the coming production, saying, There's going to be lots of fighting and dying in the new movie. Gladiator's John Logan is writing, and it's going to be amazing. If there's not a strike, we'll do the movie right away. If there is a strike, we'll push it to, like, October, they say-which is right about when I'll be out of money." As for who might helm the movie, Dorn says, "If anybody from the cast is going to direct the new movie, it'll be Levar (Burton) He's got a lot of credits now. He'll do a great job, and we can tease him mercilessly-espe-

Dorn also addressed the one-time romantic connection between Worf and Deanna Troi, saying, There won't be a relationship between Worf and Deanna (in Trek XJ. They've let go of that, even though I like it, it's like Beauty and the Beast." Dorn added that there's a rumor that Trai and Riker will be tying the knot in the nest film.

#### Duke Nukern and The Rock

Video game characters continue to infiltrate all other aspects of media, as we learned this month that Dimension Films. has secured the rights to Duke Nukem. Nukem has long been rumored as a potential movie franchise, and now it seems likely that we could see the alienbusting tough guy hit theaters as soon as next year as part of a huge multimedia push on the franchise in 2002. Although not yet confirmed, rumored talks between Dimension and WWF favorite The Rock are said to be going extremely well, with both sides committed to making something work. Young Dwayne may be the perfect choice for the role-but let's just hope he keeps the eyebrow movement down to a minimum, Babes, big guns and general Rrated goodness seem to be inevitable.







Antz on Wheels



Empire Interactive is developing a new kart racing game for the PS2 based on the movie Antz. The title, releasing in fall, allows. you to race as all of the major Antz characters as they search: for a new place to live.

#### New Danger Zone



Titus has informed us that its Top Gun game for the PS2 is still on target. The game, which we'll show you next issue, is now slated to release this /November

#### E.T. Phones Sony



NewKidCo is planning to make E.T. The Extra Terrestrial's console comeback a strong one with multiple releases on the PlayStation platforms. This October, E.T. will star in a new. PS one title called E.T.: Interplanetary Adventure, And then next year he (it?) will return with two releases on the PS2-E.T.: Return to the Green Planet in March and E.T. & The Cosmic Garden in July. No going home yet, E.T.!

## **BUYING PS2 GAMES ONLI**

Before you decide to buy PlayStation games online, take a look at what we learned while putting six top sites through the wringer

#### amazon.com



Toys 'R" Us has teamed up with amazon com, making the biggest shopping site on the Web even bigger Is this a good thing? It probably doesn't hurt. They do only seem to allow preorders on the bigger titles For other games and back-ordered merchand se, they don't let you order it immedi atery, instead they'll send you an e-mail when the item is available. This happened to us with ATV and Fear Effect. We did receive the e-mails stating they were in stock within a couple days, and we ordered them straight from the e-mail. They didn't get Zone of the Enders to us until about a week after it was released That's unfortunate because, if you took the time to preorder a game, it's because you want to make sure it's in your m tts ASAP

#### bestbuy.com



which bestbuy com was ready to showcase their Internet muscle Well, they had better bulk up at the gym a little more. It was a disastrous houday for them. They were overwhelmed with the volume of orders and their Web site crashed over Thanksgiving weekend, leaving a lot of disappointed consumers. Things seem to have settled down since then; we had no trouble logging on to the site. One unique feature they offer is

that you can pick up and take back your purchase to a Best Buy store location, saying you the cost of shipping. We tested this and found it was more of a hassle than it was worth. We had to wait in a long line at the Returns desk and then wait longer while they figured out how to handle a Web site purchase. Their prices do correspond to their Sunday circular, though, and there are usually some good deals to be found. They did have some trouble shipping the games We received ATV about a month after ordering. About that same time, we received an e-mail saying they had cancelled our Fear Effect order since it was back-ordered for so long. Also, as soon as Z O.E came out. our order went from the preorder list to back-order, and hasn't been heard from yet

#### buy.com



Three cheers for the site that broke ranks by pricing PS2 games lower than \$49.99 Take one cheer back for the site that priced Fear Effect nigher than \$39,99. Take anoth er back for charging \$3.25 shipping per game ordered. That leaves one cheer left for decent, rel able service -especially for providing us with weekly e-mails keeping us

apprised of our outstanding orders. Their stuff didn't arrive the fastest, but at least it d d arrive. Which is more than you can say for some of these other sites

#### ebgames.com



If you can't get to your friendly neighborhood Electronics Boutique to pick up the latest PS2 game, ebgames com is the next best thing. Are you afraid you won't secure a copy of Woody Woodpecker's Racing when it comes to the PS2 this November? Have no fear, you can preorder it and about a hundred other titles in their thorough Coming Soon section. The titles will get to you amazingly fast since they use FedEx two-day delivery as their standard service. We received Zone of the Enders the day it was released in stores ATV Offroad Fury and Fear Effect didn't arrive quite so fast since they were out of stock. When we inquired about the back-order, they were extremely helpful and courteous on the phone. One drawback to ebgames com, however, .s their return policy. The customer-service representative said we were not able to return products to an Electronics Boutique store. We asked a former store manager about this. He said that was the company

There weren't many deals to be found. All the stores stayed around \$49.99 for the PS2 titles and \$39.99 for Fear Effect 2. These are pretty much the same prices you'd pay in stores. And don't forget, that's without tacking on the sales tax and shipping costs. With all that, the cost of ordering a PS2 title could easily escalate to almost \$60. Our advice is to comparison shop and be on the lookout for coupons, easily found at sites like slickdeals,net and dailyfreebies.com. Below is a breakdown of how much we were set back

If you live in HV or PA

Only in sunny CA.

If there is a store in your state.

Web situ	ZOE	ATY	FE2	
amazon.com	49.99	49.99	39.99	
bestinggon	939	49.99	رورين	
buy.com	47.99	47.99	41.99	
eligames.com	49.99	49.99	39.99	
express.com	48.99	49.99	39.99	
gamestop.com	49.99	49.99	39.99	

#### Break Shipping/Balo to I have to pay Tax? ground/\$3.49 plus \$.99 per item If you live in CA, IN and MA

round/\$3.25 per g ground/\$.99 plus \$.95 per item 2 day/5.99 up to \$75, add \$.75 for each additional \$75



policy, but he personally returned online orders if they had a valid shipping statement. One reason for this policy might be to heip the consumer avoid paying sales tax. The law states that if a company has a store or office in the state that the item is being purchased, you have to pay that state's sales tax. By setting ebgames.com up as a separate entity, you only have to pay tax if you live in Nevada or Pennsylvania (where their bases of operation are located). This helps cover the higher cost for the quicker shipping

#### express.com



Everything seems to be business as usual at express com. After you order, however, you start to feel like Charlie Brown waiting for his Valentines to arrive-they just never seem to come When we ran our story about buying DVD's online back in December, we mentioned that everything seemed to be delayed Well, almost two months have gone by since we placed our games order and they have yet to deliver any goods. Worse yet, they didn't send an e-mail updating us of their status. We inquired why nothing has been shipped. They responded as follows. "We have been experiencing delays in acquiring product recently." No kidding Maybe it's because, according to some nternet reports, they filed for bankruptcy in March. Their Web site states that they are currently upgrading our operating system to improve our service. We would suggest avoiding them

#### gamestop.com



If you've ever shopped at Babbage's or Software etc. then you are probably aware of gamestop.com, their online presence Unlike ebgames, gamestop lets you return product to their stores. That also means you have to pay a sales tax. Again, like ebgames, they feel the need to use FedEx two-day service as their lowest delivery option. Once you add the cost of tax along with higher shipping, we paid almost \$60 for a \$49.99 game. They were the only store that did not have any back-ordered product, so everything arrived tout de suite Another minor drawback is that they don't seem to offer the preorder premiums that you can find in their stores. So if you are a collector of Final Fantasy paraphernalia, we suggest going into the store to order FFX for PS2



## COUPLES WHO PLAY TOGETHER

This month's OPM couple train stopped in Fort Campbell, KY, where Lusian, 22. Lives with his wife Alexis, 32. They have three children: Sean, Zachary and Sydney [pictured below]. Here's what they had to say:

Has gaming enhanced your, relationship?
Lusian: Yeah, It firings us closer together. But if she told me to choose between her and games, then she'd be packing her bags. Alexis: Believe it or not, gaming has given as on many worderful adults foreither.

Who wins more often? Lusian: latways win. Flaviless: Alexis: He does, He's the Zen Mas all things PlayStation

If you were making a game, what kind of game would you make?
Lusian: The high school first-person shoot et. If they're going to blame games, let's give them something to really blame.

Alexis: I'd make at RPS (Nove parting low

Does bedroom activity have a place in your gaming relationship?
Lusian: Sure. We have PFS me in our room. It's always a great thing after see.
Alexis: It's desirately started a see in resting night.

How do you think sexuality is represented in games?

Lusian: I think the ended dight on all thick but Fear Effect 2 is a good step. All games need to go along those tines, it's a big deal in a game if they kiss? Come on Alexis: It took eight FFs before people.

You have 35 busted PS ones and lots of string, what would you make?
Lusian: If you break 35
PS ones, you have issue Alleries.

kir seil Bill Es changing.

d PS 4 k 35 issues



WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you? Send us a letter telling us a kitle more about you and your gaining experiences together. If you are lock you may find your ugly muge and gaming story in our magazine. If you're going to send a pic, only send duplicates, materials cannot be returned due to the volume of letters we get. Send stirff to UPAI Couples co. Ziff-Queris Media Inc., PU Box 3330, Oak Brook, IL, 60522-3330, or enailus; OPAI co.Ziff-Queris Co. Life Charles Media Inc., PU Box 3330, Oak Brook, IL, 60522-3330, or enailus; OPAI co.Ziff-Queris Co. Life Charles Media Inc., PU Box 3330, Oak Brook, IL, 60522-3330, or enailus; OPAI co.Ziff-Queris Co. Life Charles Media Inc., PU Box 3330, Oak Brook, IL, 60522-3330, or enailus; OPAI co.Ziff-Queris Charles Charl

## PENNY ARCADE IN PRINT

Our friends over at Penny Arcade were kind enough to give us an early look at their first honest-to-God, real-life book Year One A Penny Arcade Retrospective should be available by the time you read this, in two formats hardcover, for approximately \$32, and softcover, approximately \$14 We It offer a review as soon as we can get our hands on it, but unt I then, a warning Have napkins handy For the mitk. You know, coming out of your nose Visit www kiwepublishing.com/bookpages/pennyino-thir for details





#### bilbanan,asp Build your own slot-car racing

set, then race against the computer or a friend! This rocks www.darkcloud.com

It's "coming soon" as we write this. Maybe by now you can actualty find out just what the hell it is

#### www.gouranga.com The ultimate site for Grand Theft

Auto fans

#### www.cinemaware.com Read about the second coming of

Cinemaware, and play Shockwave versions of classic games www.leatherfacts.com/pelts.htm

They boast having New York's largest selection of leather products With 91 varieties of pig suede, we'll take their word for it

#### www.unicyclesource.com/ Q. Gary, do you like unicycles?

A Duh! Who doesn't?

#### www.smartt.com/~brianp/

Without doubt, the best site for someone in need of a good llama trainer They also help alpacas

Think you like the Simpsons? You have no dea how obsessive these people are. We are indeed arateful

#### home.earthlink.net/~macami/ index.htm

You'll never eat a Chalupa the same way ever again

#### slate.msn.com/Features/

bushisms/bushisms.asp Every slip of the president's tongue is recorded and logged here for all to snicker at

#### www.mcsweeneys.net

Todd's latest "life-long" dream came true when his work appeared on McSweeney's

#### www.zefrank.seastrom.com/ invite/index.html

Don't know how to "stir the pot" or "ride the pony"? Frank has painstakingly re-created ail these classic dancing moves for your education

#### www.mp3.com/meproject www.mp3.com/jhg

Music from two of your favorite OPM editors

At the Blockbuster Awards this past April Tony Hawk was on hand to accept the trophy for Favorite PlayStation Game, given to Tony Hawk's Pro Skater 2. Other winners include Driver 2 for overall Favorite Video Game and Madden NFL 2001 for Pavorite PlayStation 2 game. The winners were chosen by a public vote. For a list of all the other awards, head over to www.blockbusterawards.com.



## Sound Station

#### By John Scalzi

This month's musical manifesto includes songs from MTV Music Generator 2. Test Drive Off-Road, Wide Open, and the sonic delight that is Mat Hoffman's Pro BMX



#### Agent Orange: Living in Darkness Posh Boy/Rhino Records

Featured In: Mat Hoffman's Pro BMX

An excellent example of first-generation California punk. The album sounds like it was whipped together in three days (which it was). Guitars, pass, and drums ram together in that thrashy way that indicates punky exuberance and/or a doubtful mastery of one's musical instrument, and Mike Palm's lyrics have all the angstful alienation you could ever want Plus, this CD version includes eight extra tracks beyond the original LP



### The B-52's: The B-52's

Warner Brothers Records

Featured In: Mat Hoffman's Project.
The high-prinched squeets, the droning was excluses and that a way.
Witson's guitar. Throw in Fred Schneider's fally singing and the twi

Final Score



#### Funkmaster Flex: 60 Minutes of Funk, Volume IV Loud Records

Featured In: MTV Music Generator 2

An excellent sonic bed on this album, so all credit to Funkmaster Flex on that score, but otherwise Volume IV only furthers my theory that if the "F" word, the "MF" word and the "N" word were erased from human memory, 80% of rap music would by necessity have to go with it. The one song without any notable swear words—the soulful groove "Goodlife"—is by far the best, and the rest of the album is angry rappers shouting crap. Pass

Final Score



### Metallica: Reload

Electra Records

Featured In: Test D

Final Score



RELOAD

#### Outkast: Stankonia Arista Records

Featured In: Mat Hoffman's Pro BMX

One of the best-reviewed albums of 2000, possibly because it's got more going on than just the "hostile rapper" thing-which it has too, mind you, as the tune "Gangsta Sh"t" will let you know right away. But then you also have "Ms. Jackson," which has a guy trying to do right by his kid, and "Toilet Tisha," which laments a life wasted at the age of 14. I'll take some more of that, please

Final Score

John Scalzı has been reviewing music sınce when Mat Hoffman was still usıng traınıng wheels. Ride on over to his Web site at www.scalzi.com for full details

## DVD Reviews

This month's episode features drugs, dogs, kryotonite and sex kittens-oh, and a heaping helping of female fantasy. From Christopher Reeve to Christopher Guest, from cross-dressing to border-crossing, you ll find it here



### Superman **Collector's Edition**

Here's what I could never understand: They paid Marlon Brando millions to be in this film for five minutes, and he couldn't even pronounce "Krypton" correctly, Hey! Don Corleone! It's "CRIP-tahn"! Sheesh. Superman is kind of dated now (it came out in 1978), but it's still surprisingly entertaining, thanks to Gene Hackman's genial supervillain Lex Luthor, and Chris Reeve's famously wooden (and thereby perfect) performance as the Man of Steel. The collector's edition piles on the extras, including added scenes, commentary by director Richard Donner, four documentaries, and screen tests of the stars. This DVD is also available as part of a collector's set, but that would require you to purchase Supermans III and IV as well. and no human should be made to do that.

Movie Score DVD Extras Score • • • •



#### **Best in Show**

Freaky obsessive behavior is inherently amusing; throw some dogs in the mix, and you've got a doopile full of fun. That's the idea behind Best in Show, a "mockumentary" that follows a bunch of truly dysfunctional dog fanciers to a prestigious dog show. Director Christopher Guest Ivou know him as Nigel Tufnel from Spinal Tapl and his crew of comic improvisers fill the movie with nastily observant moments about these sort of people and their dogs. Laugh at them, but remember they'd think slavering over MGS2 is pretty creepy. DVD extras include commentary by Guest and deleted scenes

Movie Scare DVD Extras Score •••



#### Traffic

Hey, kids! Drugs are bad! Stay in school! There, I've done my part for the anti-drug movement. And yet people still buy drugs! Traffic follows the drug war brilliant.y. from the highest reaches where politicians loftily declare the war, down to the levels where people buy and die. The film picked up four Oscars, including one for director Steven Soderbergh, and one for Benicio Del Toro as a Mexican cop caught in the drug crossfire. A really worthwhile film, but the DVD extras aren't all that -a Showtime "making-of" documentary and some press materials so you might want to rent for now and wait to buy until the nevitable "Special Edition" shows up in a couple of years.

Movie Score • • • • • DVD Extras Score ● ● €



#### Some Like It Hot Special Edition

Ever wonder why Marilyn Monroe is still the ultimate Hollywood sex icon? You won't once you watch Some Like It Hot. As an extra bonus, Hot is one of the great comedies of all time, a deliriously amusing gender-switcher that makes recent essays on the form, like, sav. Bia Momma's House, look like crap. My only complaint is that for a "Special Edition," the DVD features aren't terribly exciting—a documentary with star Tony Curtis and critic Leonard Maltin, and a featurette on the girl band that Monroe, Curtis and costar Jack Lemmon were supposedly in through the film.

Movie Score • • • • • DVD Extras Score • • •



#### What Women Want

They want a movie about Mel Gibson learning to get in touch with his feminine side, of coursel (A movie called What Men Want, on the other hand, would be about Jennifer Lopez at the door with a six-pack.) Mel gets the ability to read women's minds to find out what they really think about him-as if this was any great mysteryand at the end of it, he gets Helen Hunt. The moral, Life is cruelly unfair to all other men. DVD extras include director commentary, a behind-thescenes documentary, and interviews with the stars. Neither the film nor the extras are exceptional, but both are rea sonably diverting.

Movie Score • • • DVD Extras Score ● ● ●

#### Coens' Odyssey

Rejoice, Coen brothers fans, Apparently their Oscar-nominated (and Oscar-shafted) film, O Brother, Where Art Thou? will release on June 12. Although the film is supposedly based on Homer's Odyssey, the Coens have admitted that they've never read the classic text.

Unbreakable, the follow-up to M. Night Shvamalan's Oscar-nominated Sixth Sense, will be landing on store shelves sooner than we anticipated. Apparently on June 19 your local retailer will be able to fill your shopping bag with this movie. Oh, and it's a two-disc set!

#### They keep pulling us back in!

Rumor has it that the Godfather trilogy will finally grace DVD collections in the fourth quarter of 2001. But we've overheard from thedigitalbits.com that it will be a fourdisc boxed set. Along with all three films, there will be a disc exclusively used for bonus materials.

#### Lightsaber dueling

According to aintitcoolnews.com, the street date has been set for Star Wars: Episode I-The Phantom Menace. Rumors have been swirling for a while, but apparently on October 16 Star Wars fans can get their hands on the two-disc special-edition DVDs.

#### The other survivor

On June 5. Tom Hanks fans can add the Oscar-nominated Castaway to their collection. We haven't heard of any extras yet, but our fingers are crossed.

#### Vive la France!

It may be a foreign film, but anyone who hasn't seen Krzysztof Kieslowski's Blue, White & Red series is missing out. Apparently, Miramax has plans to make it into a deluxe boxed set. No date has been set, but when we find out we'll let you know.

## Coming Soon

### 5/15/2001

Best in Show Nightwatch: SE Twelve O'Clock High

#### 5/22/2001

A Few Good Men: SE Point Break Requiem for a Dream Sex and the City: Complete 2nd Season Some Like It Hot Vertical Limit

### 5/29/2001

Close Encounters of the Third Kind Shadow of the Vampire Tootsie



## Unbreakable

#### Traffic Two Family House

#### 6/5/2001

All the King's Men The Cannonball Run Castaway Crouching Tiger, Hidden Dragon The Fugitive: SE The Muppet Movie

#### 6/12/2001 O Brother Where Art

Thou?

#### 6/19/2001 Charlotte's Web









## **TOP 10 CHARTS**

## PS2 Top 10

Last month we saw the meteoricinse of Knockout Kings 2001, and this month we see its meteoric fall. Instead of sports titles dominatng the top spots, we've got action/adventure games showing their power. We're just happy people are buying ATV Offroad Fury

	Last Month	Title / Publisher	Rating
7	_	The Bouncer	•••
		Square EA	

To be perfectly honest, even with its ho-hum reviews across the board it's not that surprising to find The Bouncer debuting at the top of the charts, considering that it has some of the greatest graphics this side of MGS2 It's certainly a sharp showcase for the system. The question is, how long can it stay on the charts when it takes under two hours to beat? Tune in next month to find out.



2	-	Onimusha: Warlords Capcom	••••
3	3	Madden NFL 2001 EA Sports	••••
4	-	Triple Play Baseball EA Sports	••
5	-	Star Wars Starfighter LucasArts	••••
6	-	Tiger Woods PGA Tour 2001 EA Sports	•••

7	4	ATV Offroad Fury Sony CEA	••••
8	2	NBA Live 2001 EA Sports	•••
9	6	SSX EA Big	••••

Tiger on the cover of this game is making it fly off the shelves. But after winning four straight majors, we can understand why

Tekken Tag Tournament Source NPD TRSTS video Games Service, mid. March 2001. Call them at 516 625 2481 for questions about this ist. No games for competing consite systems (e.g., N64, Dream Overall sales figures may vary. Game descriptions written by the OPM stalf

#### **OPM's Most Wanted PS2 Games**



8		
1	Metal Gear Solid 2	Konam.
2	Dark Cloud	Sony CEA
3	NBA Street	EA Big
4	Final Fantasy X	Square EA
5	Gran Turismo 3	Sony CEA
6	Twisted Metal-Black	Sony CEA
7	Klonoa 2	Namco
8	Crazy Taxi	Acclaim
9	Red Faction	THQ
10	S .ent Hill 2	Konami

#### Japan's Top 10 PS2 and PS one Games

	RE Code: Veronica [2]	Capcom
2	Monster Farm (2)	Tecmo
3	World Soccer Eleven (2)	Konami
4	TV Animat on Battle (1)	
5	Klonoa 2 (2)	Namco
6	Oni Zero Fukkatsu [1]	Pandora
7	Suiko Gaiden Vol. 2 (1)	Konami
8	Shutoko Battle Zero [2]	
9	Extermination [2]	Sony CEJ
10	Boy, to Maou (2)	Sony CE L



	3	
1	Final Fant, Chronicles	Square EA
2	Sp der-Man 2	Activision
3	Black & White	Midas Int.
4	Castlevania	Konami
5	Hoshigami	Atlus
6	C-12	Sony CEA
7	Saiyukı: Journey West	Koei
8	Twisted Metal Kids	Sony CEA
9	Tales of Destiny 2	Namco
10	Arc the Lad Collection	Working D

#### Top 10 Selling Games, AH Systems

Ţ	The Bouncer (PS2)	Square EA
	Onimusna (PS2)	Capcom
3	Conker's BFD (N64)	Nintendo
4	Pokémon Silver (GBC)	Nintendo
5	Pokémon Gold (GBC)	Nintendo
	Paper Mario [N64]	Nintendo

Madden NFL 2001 [PS2] EA Sports Triple Play (PS2) EA Sports 9 SW Starfighter (PS2) LucasArts 10 Tiger Woods 2001 (PS2) EA Sports

## PS one Top 10

We couldn't be happier about Tony Hawk's leap back into the No. 1 spot. But we're disappointed that Triple Play Baseball, a subpar effort, managed to swing its way to the seven spot just because a... those EA automatons keep on buying it

## Tony Hawk's Pro Skater 2 Activision

Playing Mat Hoffman's Pro BMX this month reminds us of how dynamic and exceptional THPS2 actually is, and why everyone in the world is buying it. For a few months now we've had to tolerate WWF SmackDown! 2 at the top of our list (which is a fine game, a wonderful game, it's just not skateboarding). Now we'll wait patiently to see if Mr. Hawk's fantastic game can hold onto the top spot.



		in ogranico	
3	5	Gran Turismo 2 Sony CEA	•••••
4	1	WWF SmackDown! 2	••••

Driver 2

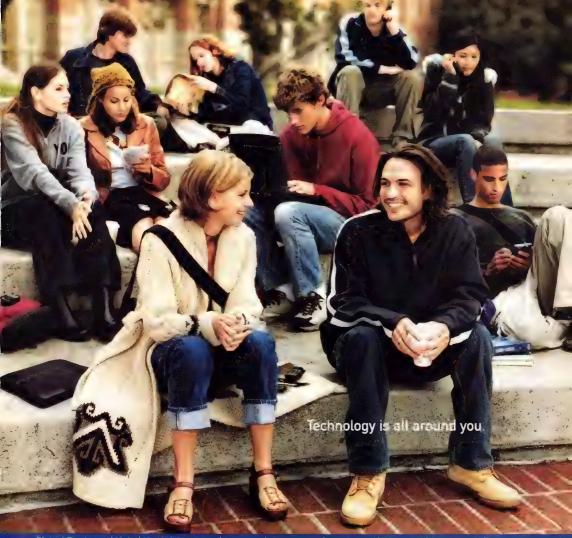
WWF SmackDown! 2 fell from the top spot. We're wondering if it isn't because of the WCW merger, meaning lame wrestlers galore

5	_	Take 2 Interactive	
6	-	Ford Racing Take 2 Interactive	••1
7	-	Triple Play Baseball  EA Sports	••1
8	-	ATV: Quad Power Racing Acclaim	•
0		Acclaim	

9	7	Tony Hawk's Pro Skater  Activision	••••
10	_	Darkstone Take 2 Interactive	•••

Spirice MPD TRSTs Video Gumes here: e ma Mar h 28° Call them at a cell 248 or a pri sh about this st No as rest, in company, cross explains a 1 Nov. Destinant were is ideal. Overall speeding resimals as if their destination prim in the trib. He DBM state.

Namco



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State of Emergency	.64
Untitled Atlus RPG	
Yanya Caballista f/ Gawoo	.68

## **Coming Soon**

May		
Coor Boarders 2001	Sony CEA	X-Sports
Crazy Taxi	Acclaim	Action
Dark Cloud	Sony CEA	RPG
Gauntlet, Dark Legacy	Midway	Action
MS Gungam Journ./Jaburo	Bandai	Action
Motor Mayhem	Infogrames	Action
Red Faction	THQ	Shooter
Rumble Racing	EA Games	Racing
Soccer America: IC	Hot-B	Sports
June		
B oody Roar 3	Interplay	Fighting
CART Fury	Midway	Racing
CMX 2002 f/ R. Carmichae	THQ	Racing
Escape From Monkey Islan	dLucasArts	Adv
G ants: C'tizen Kabuto	Interplay	Adv.
Gran Turismo 3 A-spec	Sony CEA	Racing
Le Mans 24 Hours	Infogrames	Racing
NASCAR Heat	Hasbro	Racing
NBA Street	EA Sports	Sports
Paris-Dakar Rally	Acclaim	Racing
Portal Runner	3D0	Action
Test Drive Off-Road WO	Infogrames	Rac ng
Twisted Metal Black	Sony CEA	Actron
WDL. WarJetz	3D0	Act on
July		
Ev I Twnn	Ubi Soft	Adv.
Ico	Sony CEA	Act.on
Klonoa 2 Lunatea's Veil	Namco	Act on
Rune: Viking Warlord	Take 2	Action
Supercar Street Charlenge	Activis on	Rac ng
Other Summer		
007 Racing	EA Games	Action
7 Blades	Konami	Action
18 Whee er	Accaim	Racing
BASS Fishing	THQ	Fishing
Commandos 2	Eidos	Strategy
Dark Angel Vampire Apoc	Metro3D	Action
Duke Nukem D-Day	Rockstar	Adv
ESPN X Games. Skatenrdg	Konam	X Sports
Fur Fighters	Acciaim	Action
Half-Life Decay	Sierra	Shooter
Herdy Gerdy	Edos	Adv
Heroes of Might & Magic	3D0	RPG
Leg. of Karn Soul Reaver 2	Eidos	Adv
moderngroove MoS	Ubi Soft	Music
Monster Rancher 3	Tecmo	RPG
MS Gundam: Zeonic Front	Bandai	Action
Project Eden	Eidos	Adv

RF Code Veronica X	Capcom	Adv
Sturt GP	Infogrames	Rac ng
Trophy Bass	Sierra	Fishing
Future Releases	arena	1 result)
Age of Empires II	Konamı	Strategy
Aliens, Colon at Marines	Fox Int.	Action
Aliens Versus Predator 2	Fox Int.	Shooter
Baldur's Gate: DA	Interplay	RPG
Batman: Vengeance	Ubi Soft	Action
Cops	Fox Int.	Action
Crash Band coot TWoC	TBA	Action
Dead to Rights	Namco	Action
Devil May Cry	Capcom	Adv
Dragon's Lair 3D	Mattel	Adv.
Dragon Wars of M&M	3DO	Action
Driven	bam <sup>j</sup>	Racing
Ephemeral Fantasia	Konami	RPG
ESPN Nat'l Hockey Night	Konami	Sports
ESPN NFL Prime Time	Konami	Sports
Extermination	Sony CEA	Adv
Fina Fantasy X	Square EA	RPG
Frogger The Great Quest	Konami	Action
The Getaway	Sony CEA	Racing
Gitaroo-man	Koei	Action
Grand Theft Auto 3	Rockstar	Action
Harry Potter	EA Games	Adv
Hidden Invasion	Consp racy	Action
Hot Shots Golf 3	Sony CEA	Sports
Kessen II	TBA	Strategy
Leg. of Kain Blood Omen 2		Adv
Legend of Alon D'ar	TBA	RPG
Legion: Legend of Excalibur		Strategy
The Lost	Crave	Adv
Lotus Extreme Challenge	Interplay	Racing
Madden NF., 2002	EA Sports	Sports
Metal Gear Solid 2 SoL	Konami	Adv
MTV Music Generator 2	Codemasters	
NCAA Football 2002	EA Sports	Sports
No One Lives Forever	Fox Int.	Shooter
Run Like Hell	Interplay	Adv.
S lent Hill 2	Konami	Adv
Silent Scope 2	Konami	Shooter
The Simpsons Racing	Fox Inter	Action
S ed Storm 2	EA Sports	Racing
Smuggler's Run 2	Rockstar	Racing
Soldier of Fortune	Majesco	Shooter
Space Channel 5	Sega	Dancing
Sp der-Man The Mov e	Activision	Action
SSX DVD	EA Sports	X-Sports

## **Final Fantasy X**

Square prepares to blow us away all over again
When presented with the chance to check out Fina. Fantasy X, we all knew to expect a lot from the next installment in Square's acclaimed RPG series—but little did we expect such utter coolness. What little we played of the game gave us ample indication that this is truly the kind of upgrade that one would expect with the PS2. The graphics, the sounds, the gameplay-the entire experience-are greatly mproved for this new quest. This is the next generation of RPGs. And we couldn't be more excited

The game's look is what immediately shocks you. As we've described in the past, FFX's graphics now come at you in full 3D (as opposed to the 3D characters laid over 2D backgrounds, as in the past) And thanks to the power of the PS2, the 3D backdrops provide pure eye-candy, especially thanks to subtle movements like swaying grass and flowing water, all stunningly or sp. The game's stellar special effects feature real stic fog and mist, as well as explosive magic effects

The breathtaking effects play a subtle yet significant role in one of the most impressive aspects of FFX-its direction. They work together with cameras that dramatically change angles to manifest a oure movie-like experience. No doubt, Square has had to wait for the PS2 in order to effectively accomplish this leve, of interactive, cinematic storytelling

As we've also told you in past issues, FFX introduces voice acting to the FF series. While Japanese has comprised every word we've heard so far, the lip-syncing and voices themselves emanate with high quality. It'll be interesting to see how the U.S. version's voices turn out

As you run through the world, the camera constantly moves around your character instead of sitting in a static place until the scenery updates. As you progress, you'll encounter enemies in the typical "random battles" style, only transitions into the fights occur smoothly, as though they were a planned occurrence. The battles themselves are typical FF fare, adding an all-new battle meter (see below). Overall, we're mighty impressed with what we've seen so far Fall can't come soon enough























## **Guardian Forces**

One of the neat aspects of FFX is that it allows you to summon monsters, but keep them for more than just one attack. Once you call upon your monster, you're able to control it as you would any other character in your party. This means that you can use hand-to-hand combat as well as magic and special attacks. Regular Final Fantasy fans will be glad to hear that Guardian Forces Shiva and Ifrit (and possibly others) reappear in this latest game.

















## BASS Fishing (working title)

Only a working title? But "BASS Fishing" is so spot-on, mixing the Platonic ideal of titular perfection with a wm and vigor never seen in a next-gen fishing game! And what can be more deserving of such a title than this summer release from THQ? It's got the Bass Angler Sportsman Society (B.A.S.S.) license It's got, wait for it .120 different lures. It's got seven authentic-yes, authentic-BASS Tournament Trail Lakes. Alas, we can only pray that it'll keep that brilliant title



## Soccer America: International Cup

Not to be outdone by footy releases from Konami and EA Sports. Hot-B USA throws its hat onto the pitch this May Soccer America International Cup features 36 of the world's finest teams ready to compete in shootouts, exhibitions, or one of two tourneys. Internat onal Cup (18 teams) or the Soccer America Cup (32 teams). The game implements 49 different camera angles to master the TV-style broadcast, and comes with an official sponsorship from Diadora

## **Extermination**

#### Panic action satisfaction

In recent months, Extermination has drawn a great deal of comparison to Resident Evil and other games of the survival-horror ilk. A quick look at the facts seems to justify such a grouping. After all, it is a third person adventure where you're practically alone as you attempt to figure out all the weird stuff going on around you. On multiple occurrences, you might even find yourself jumping from a quick scare And if that's not enough, Tokuru Fujiwara, a producer on the original Resident Evil, leads the project, now three years in development. But after playing the game for a while, as we did in an early version recently sent to us, you start to realize that enough subtleties exist to make it something else

Immediately, you'll notice a difference in controls, as Extermination abandons the loved-by-some, toathed-by-others "Resident Evil control scheme." So instead of always pressing up to get your character to move forward (even if he's facing in another direction), for instance, pressing up in Extermination moves Dennis Riley to the upper portion of the screen, no matter what direction he faces. His movement is much more liberal, as well, with abiaties such as jumping, climbing and hanging all essential to making it through the Antarctic military base that houses his perils.

And the perils, they are aplenty. Once you've entered the compound after a few simple jumps and other obstacles, things get a bit too quiet for you to feel comfortable. Then you start running across ournal entries talking about "them" and their "infectious juices." And, finally, "they' start to appear Appearing at first glance to be some sort of harmless skunk-like creature, it doesn't take long before you figure out what they're actually capable of-i.e., ending your life. And though you are perfectly capabe of dying due to a total loss in health, such is not the style of these little guys. Rather, they prefer to spit at you until you're infected with the very virus that has eradicated most of the life on the base

With "them" aways seeming to be everywhere and hence tending to make you a bit edgy, Sony CEA has dubbed Extermination with its own subgenre "panic action" Experience it yourself this July.























## Infection

Once his infection level reaches 100 percent, our hero Dennis must reach a health chamber or use a vaccine item before his life force expires. The pictures to the right detail an instance when he isn't so lucky: 1) One of "them" infects Dennis with the virus, self-destructing once its job is done. 2) A huge, eye-like formation sits across his back as he races to a health chamber; 3) He doesn't make!













### State of Emergency

Sure, Rockstar may be working on Grand Theft Auto 3 to satisfy the needs of the wannabe criminal within you—but State of Emergency might take things even further, Serving as a sort of riot simulator, the game places you in the midst of as many as 80 nots, where your overall objective is to smash, loot and basically pound anyone in your way to bits. And with over 100 people brawling it up at once Dynasty Warriors 2 style, you've got a lot of pounding to do this fall!



### ESPN X Games: Skateboarding

We were holding our breath for another entrant into the skateboarding circle (the dripping sarcasm should be evident), but at least Konami's version is going to give us a chance to try some sick skate tricks on the PS2. This August you can select from a cast of eight skaters (though we're not sure who they are just yet), in six different locales including New York and L.A. The soundtrack comes packed with Linkin Park, Voodoo Glow Skulls, New Found Glory and more.

# Escape From Monkey Island

Guybrush escapes to PS2

Hear the word "pirate," and severa, names come to mind: Captain Hook, Long John Silver, Bluebeard, Blackbeard, Guybrush Threepwood, What's that? You've never heard of Guybrush Threepwood? Then you're obviously not familiar with LucasArts' Monkey Island, one of the greatest PC graphic adventure franchises of all time. The fourth game in the hilarious series, Escape From Monkey Island joins the unlikely swashbuckler upon his post-honeymoon return to Melee Island, only to find that his lovely governor of a new wife, E.a.ne, has apparently been declared dead, with their mansion scheduled for demolition. Apparently, a sleek new politician named Charles L. Charles, who seems early familiar for some reason [see sidebar], has won over the people in her absence, and is vying strongly for the governorship himself. It'll take another farcical endeavor by our favorite Guy to set things right this June. And f that's not enough to entice you, know this-There will be monkeys. Lots and lots of monkeys



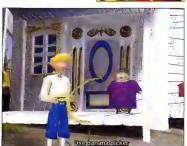




#### What LeChuck?

The stick politician in EFMI might go by the name Charles L. Charles, but anyone who's played the previous three Mi games should have a good idea as to his actual identify—the ghost pirate LeChuck! In the first MI, Guybrush proved his worth as a pirate by saving Elaine from the wraith, who was in love with the fair governor. Not wanting to wed a dead guy, Elaine took a special tiking to Guy. LeChuck has sought revenge against Guy ever since.











### Pre-Order Watch

STORE	PRE-ORDER	PRICE	SHIP DATE
Amazon.com	Yes	\$49.99	6/22/01
Buy.com	N/A	N/A	N/A
EBgames.com	Yes	\$49.99	6/19/01
Express.com	N/A	N/A	N/A
GameStop.com	n N/A	N/A	N/A
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## Crash Bandicoot: The Wrath of Cortex

Crash's nemesis unleashes his secret weapon

Ever since Crash Bandiccot burst onto the scene in his first platform adventure, Dr. Neo Cortex has had something in the works in the background—even through his numerous defeats by the marsupial. This secret weapon has only now neared completion, however, and, along with the evil living mask Uka Uka, Cortex has determined the only way to power it. Unleash the vile power behind the four Elemental Masks, held in check for centuries only through the use of magical crystals. And Cortex has succeeded. Only one mammal out there—well, maybe two if you count his little ss—is brave enough to collect the crystals necessary to quell the threat of the Elemental Masks. Any idea who that might be?

Thanks to **Universal Interactive**, Crash returns to platform gaming in The Wrath of Cortex, with 24 .evels of e.ementally charged action ahead of him—plus another six for sister Coco. Crash's stape .umping, slamming and spining join new moves tike tip-tieng when the game ships in **November** 











#### Goin' For A Ride

Crash's quest against Cortex gets considerable help from four different vehicles used both by him and Coco. As seen in screenshots above, Crash Jooms along nicely in his jeep and hang gidler. Coco gets a lift, meanwhile, through the use of her yet-to-be-seen personal scooter. We're most tooking forward to a look at Crash's inflatable Atlus Sphere, though, seen in concept form to the left.







### NCAA Football 2002

This fall, college football fans finally have something to cheer about linsert GameBreaker slam here) thanks to EA Sports, with likely the most realistic NCAA game ever. In addition to gameplay that should closely resemble the already-solid Madden series (only with unique moves and commentary from Brad Nessler, Lee Corso and Kirk Herbstreit), you've got 144 teams, all 26 bowls, the Heisman Trophy, detail down to helmet stickers and player GPAs, and so much more



### **CART Fury**

Midway s sprinkling a heaping helping of fantasy to what is traditionally a fairly real stic genre. In addition to 15 rea. CART drivers and seven actual courses, the game throws in 11 fantasy courses, including some set in the streets of Chicago, Frankfurt and New York as we., as one on the moon. And the action here is al. Midway's trademark arcade style, with turbo boosts, stunts and spectacular crashes Strap yourself in and prepare to hit the road in June

## Soldier of Fortune

#### Not for the faint of heart

It takes guts to release a game like this in the current violence-sensitive market. With characters sportng 26 different hit locations (there's even a snazzy marketing buzzword for the technology: Gore Zones). it's clear that grisly realism was a focus in the development of this PC-native game, due to arrive on the PS2 courtesy of Majesco in September. You haven't seen video game realism until you've seen a shotgun blast amputate an enemy's arm at the elbow, or watched a bad guy writhe in pain, clutching the exact spot where you've nailed him. Of course, violence isn't the only draw here (in fact, it's possiblethough not yet confirmed—that the gore may be toned down a bit for the somewhat younger console audience). A plot full of international intrique puts you in the shoes of mercenary John Mullins as he sets out to track down four stolen nuclear warheads. Along the way you'll travel to five different continents, working through 26 levels divided into 10 missions. And you also have the opportunity to take on your real-life friends in multiplay, with support for up to four players. And like Star Trek Voyager Elite Force, the press release for Soldier of Fortune hints at possible online play. With Sony expected to release its online plans in the very near future, could we see online games as early as fall?











#### Real-Life Soldier of Fortune

Soldier of Fortune's main character is based on real-life mercenary John Mullins, a consultant for the game. Mullins served three tours of duty in Vietnam during his 19 years as a Green Beret, retiring from the military in 1981 to work "freelance." He is an author, consultant, and founder of three companies specializing in military applications. Check out www.planetsoldier.com for more details.

# Smuggler's Run 2: Hostile Territory

From "green and happy" to dark and deadly
With the original Smuggler's Run having been such a blast, we were excited to learn that Rockstar has

With the original Smuggler's Run having been such a blast, we were excited to learn that Rockstar has a sequet planned for October. And I Looks I ke the company is equally excited to get its hands dirty with this sequel. The first game, "says producer Jeronimo Barrera," was very 'pastoral—you know, kind of green and nappy Now you're going into more seedy locales, where there's war nappening, so there's definitely more death involved. "How seedy, you ask? How wabout Afghanistan and Vietnam?" That's right, now drivers will have to contend with crossfire in addition to rival gangs and the authorities. And you also need to take more care with your cargo—some contraband can be damaged in flight, and some can even explode. Yikes. Westher and time of day factor into the mix, as well. But you do have a wider array of vehicles at your disposal this time, including quad bikes and heavy muitary vehicles. The expected 60 frames per second framerate should also work to your advantage.



















### The Simpsons Racing

OK, so maybe The S mpsons Wrestung failed miserably (check out Reviews). That doesn't mean that America's favorite animated dysfunctional family can't rebound on PS2! From what we've seen of this Fox Interactive title (which, granted, isn't a whole heckuva lot), hopefully hitting stores late this year, it seems to place Homer, Lisa and others behind the wheel as they deliver denizens of Springfield to their desired destinations, Simpsonized Crazy Taxi, anyone?



### Yanya Caballista featuring Gawoo

No. Gawoo isn't the name of some world-class skateboarder you've never heard of Rather, it's a race of alien beings whose only weak ness is, naturally, skateboarding. In other words, Yanya Caballista lwe're counting on a different title by the time the game hits America n September) sn't just Koei's version of Wannabe Tony Hawk's Pro Skater What you've got here is an all-out cel-shaded action game controlled with a "fingerboard" that fits atop your analog sticks.

## Star Trek Voyager: **Elite Force**

#### Step into the final frontier

We've seen how nicely the Quake I end ne can be ported to the PS2, so, being based on the engine tself, it's not unreasonable to expect big things from Majesco's port of Elite Force. Add to this the ncorporation of the beloved Voyager franchise-especially as the series draws to a close-and you've got one tall order to fil.. Fortunalely, Elite Force appears up to the task, with 40 single-player levels and 16 multiplayer arenas (the game will support up to four players—and Malesco also offers a tantalizing possible online playability" in its press release). The p.ot? The U.S.S. Voyager is mysteriously transported to the interior of a hostile ship. You, as a member of the Voyager's Hazard Team, must work with your teammates to get to the bottom of the mystery. Along the way, you'll encounter 14 different kinds of enemies, including an entirely new race of aliens. And to add to the experience, you'll even hear voice- overs from members of the actual cast of Voyager. Prepare to beam aboard in September











#### **Come Aboard**

It's a little-known fact that the Voyager set-unlike many TV and film sets-is largely composed of complete, enclosed rooms. We had a chance to walk the decks of the ship for our Invasion feature last year, where we learned that the most frequently used areas, from Sickbay to Engineering, are fully built in order to offer the most varied selection of camera angles. The walls are fitted with removable panels to allow camera access.

# **Gran Turismo 3 A-spec**

#### Start booking that time off...it's nearly here

June will be a great month for your PS2. Many of you who haven t bought a system yet will, no doubt, seriously consider it when Gran Turismo 3 appears in stores. Girlfriends will be angered at men's lack of productivity or will, ngness to get their fat asses off the sofa, as they get "just one more" upgrade for that crappy little natchback they bought at the beginning of the game. Pre-order now Book a week off





















#### **Looks Pretty Real To Us**

The inclusion of a variant of the Lamborghini Diablo GT has caused car loons to salivate, regardless of whether or not it's an "official" Lambo, or a bit of a Ruf-style Porsche cheat. (This technically isn't a Lamborghini; it's a race-spec Diablo, and the team is credited as the builder, not Lamborghini.) Irrespective of this, check out how real it looks! On the left is the real thing, on the right, the car from GT3.





Pre-	Order	Wa	tch
STORE	PRE-ORDER	PRICE	SHEP DATE
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Buy.com	y	\$49.99	6/15/01
E8games.com	γ	\$49.99	6/15/01
Express.com	Import	\$72.99	Now
GameSton con	n Y	\$49.00	6/1/01

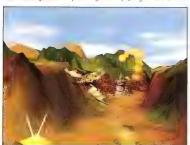
all data as of 4/7/01





#### No One Lives Forever

Fox interactive originally planned to release this '60s-set first person shooter alongside its award-winning PC version, but now the PS2 incarnation finally appears to be nearing completion in time for a September release Don't expect the exact same game as on PC, however, as Cate "The Operative" Archer's PS2 adventure includes an additional four levels featuring her younger days as a thief. Quite the addition to a game acready boasting a hearthy 15 huge missions





#### **Dragon Wars of Might and Magic**

300 s Might and Magic series takes to the skies this fall, when you as the dragon Cale Cynder take on the forces of the malevolent orcs As you whisk through the eight interactive environments at a speedy 60 frames per second, take out 40 types of enemy units, both ground-based and airborne, with your variety of special fighting moves. And if those 16 levels of orc-busting aren't enough, you can always engage a friend in one of the six multiplayer games.

## **Herdy Gerdy**

#### Lame name, luscious visuals

You probably haven't heard much about Herdy Gerdy yet, but that's about to change. This project has been bouncing around Core's offices for nearly three years (it first started on the N64), and if our recent peek at the game is any indication of now good the final. product will be (slated for late this year) .well, let's just say we'll all be talking about Herdy Gerdy for years. Lame name and all

Why? You control a cartoon, And no, we're not talking about just a cel-shaded character running around a 3D background—this is an honest to-goodness freakin' cartoon. Like so good you'd watch it on TV Those backgrounds? Fully hand-painted without a dupl cate texture to be found. The characters (all 300 of them!) are all fully 3D, and have an amazing amount of animation and personali ty. The game is probably the closest thing that I've seen today to a Disney movie," boasts Adrian Smith, Core's director of operations.

Your goal is to herd animals into cages-a job easier than it sounds. To do this you'll have to outsmart the little (and sometimes big) beasts by using tools or the environment around you. It's all about the social behavior of all the animals that I ve on this island, and how they interact with one another, and with the environment, and with Gerdy himself," Smith explains.

So, in other words, it's an amazing-looking thinking-man's game. That has the visuals of a cartoon













## Kessen II

#### And then came the elephants

We told you back in April's preview of Kessen II that **Koei** the game's developer and possible put sher (EA Games might have dibb—no one seems to be sure), would include exphants in the neat of the battles set in the Ihree Kingdoms era of China. And row we're finally got some shots of them. Lumbering onto the battle fields, these huge beasts could end up as mere dots on your television, as they join as many as 500 characters on screen at once—five times as many as the last game! As you command Liu Beis' Shu kingdom against Cao Cao's kingdom of Wei, the addition of magic to the gameplay formua established by the first Kessen should also help to liven things up, along with 30 battles to (theoretically) triple your game time. The games still not slated 'til **October**, so we'il be sure to keep you abreast of further developments











#### Shaun Palmer's Pro Snowboarder

After SSX wowed us, we ve been itching to find out more about **Activision's** entrant into the snowboarding scene Responsible for the excellent Tony Hawk's Pro Skater and Mat Hoffmans Pro BMX, the company already boasts unparalleled street cred—so we're expecting the same magic on the slopes. We're slim on details for now, but this **fall**, expect a tight soundtrack, nine boarders lincluding the multitarented Palmerl, as well, as freestly and poardercross competitions.









### Capturing the Motion

Anyone who played the original Kessen had to be impressed by the in-game cinematics, as well as the character movement during gameplay. Of course, Kessen II promises to offer much of the same—only on a much larger scale. And what does that mean? Motion capture! Lots of it. More than before, even. Here, we see two manly chaps preparing for direction from Hiroshi Kataoka.



#### Cops

Hey Fox, hey Fox, watcha gonna do? Watcha gonna do when you release Cops on PS2? Yes, while we were able to procure this screen from the upcoming garne based on the long-running Fox television show Cops, we received it so late in our deadline cycle that no details were offered, other than its probable Fourth quarter 2001 release. We're pretty sure that you can expect piently of bad obys, though, as you chase them through the streets of major metropolitan areas.







#### Aliens: Colonial Marines

Fox Interactive has entrusted a relatively untested developer, Check-Six, to develop one of its two Aliens games planned for release late this year. We say "relatively" untested because, though Check Six has no games to its credit, members of the team have taken part in such quality projects as MechWarrior 2 and the Starship Troopers CG-animated series. Details are hard to come by at the moment, but ali indications suggest some Rainbow Six like, squad-based action



#### Untitled Atlus RPG

Atlus unleashes something for the old-school gamer this winter, when its yet-to-be-named RPG hits the U.S. Early word suggests the game takes a direct influence from the revolutionary PC RPG series Wizardry, but with Interplay currently holding the rights to the title, it doesn't seem possible for Atlus to use the venerable name. But that doesn't mean you still can't guide a party of warriors through first person perils against some fine-looking fantastical min ons

## **Half-Life: Decay**

#### Exclusive PlayStation 2 episode revealed

Valve's award-quzzlin' first-person shooter, Half-Life, is about to get a major kick in the pants for the PlayStation 2, Developer Gearbox has namessed the extra horsepower of the PS2 and retrofitted every thing from player models to enemy A. Even stuff as innocuous as health dispensers and spent bullet casings get the sort of update and attent on to detail other, less ambitious developers only gream of

White porting Half-Life to the PlayStation 2 will, no doubt, introduce the franchise to scores of first timers. Sierra also wants to give veterans of the series something new to look forward to. To that end Gearbox has been hard at work on Decay, the latest chapter in the sprawling Half-Life mythos. Decay takes place shortly before and during the fateful accident which interweaves key occupants of the Black Mesa complex. Amazingly enough, the story fits like a perfect piece of the puzzle: Players sup into the powersuits of two female hazard course trainers—and, like main protagon at Gordon Freeman, must ut lize any resources they can to get the hell outta Dodge

Unlike Gearbox's other installments, Opposing Force and the forthcoming Blue Shift (on Dreamcast and PC., Decay was designed from the get-go to be a two-player cooperative experience. Whereas a sput screen environment is usually considered a major faux pas by serious deathmatch fans, Decay takes advantage of the players' ab lity to always see each other's screen and provides plenty of co-op puzzles, goals and combat strategy. If you lack that special friend to share the experience, you can partner up with an intelligent "bot," which will take care of the day to day tasks like taking out enemy soldiers and watching your six. Aside from a list of commands you can issue to your Alipartner, you also have the power to switch, on the fly, between the two characters

From what we've played so far, the result is a fantastic adventure that combines both teamwork and competition. And as far as we can tell, it's the first 3D shooter that goes more than just drop in a secand player purely for the sake of firepower Worth the price of admission alone? We definitely think so





#### Improved AI

What made Half-Life special on PC wasn't the graphics-it was the lifelike AI of the enemies. While a lot of creatures in the alien bestiary were a little on the dense side, nobody walked away from the game without getting a thorough spanking from the enemy soldiers. HLD on PS2 actually features improved AI, so enemy soldiers sweep, cover and clear sectors as a unified, ass-kicking machine.













#### Barney

This isn't just another dopey rent-a-cop—this is Barney, the de-facto character model for security guards stationed all over Half-Life's Black Mesa complex. Aside from starring in his own episode of Half-Life called Blue Shift on the Dream-cast and PC, Barney will look better than ever, thanks to the master cosmetologists over at Gearbox. Just compare the two versions of Barney to the left—the difference in quality is downright startling.







#### **Ephemeral Fantasia**

Now that **Konami** has officially announced Ephemeral Fantasia, we ne looking forward to some magic-guitar-based RPG action this fall. The game boasts environments of full 3D, spectacular battles and unique camera views. Its epic story involves that of a heroic young bard who stands as the only chance for a magical isaand suffering under the oppression of an evil spell. The character's magic guitar serves as the source of his power throughout the struggle





#### **Aliens Versus Predator 2**

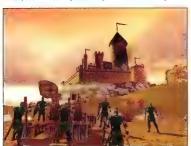
Fox Interactive's origina, Aliens Versus Predator won all sorts of awards when 1 h t PCs. in 1999, in addition to the undenably  $\kappa$  ck-ass prem se of two of firmoon's most fearsome antagonists waging war on one another, the first person shooter also gave you the chance to take the side of either race—even a boring old human marine if you wanted. The  $\mathbf{Q4}$  sequel promises the same format, so AVP2 should make console FPS fans very happy. Count on more details soon.





#### Cool Boarders 2001

Sony CEA is going back to the drawing board with the PS2 edition of the original PlayStation snowboarding game, developing an entirely new physics engine, a ton of new tricks, and new, wide-open courses all set on one huge mountain. Ten pro riders, lots of real board and gear licenses, and an affiliation with the Vans Triple Crown of Snowboarding will offer even more realism, as will weather effects and a new, dynamic time-of-day feature. Expect this one in late May





#### Robin Hood: Defender of the Crown

Battle rages across the land " If you played computer games in the ate '80s, chances are those words bring a nostalgic tear to your eye. Well, guess what? Cinemaware is back-and Defender of the Crown s on the PS2 release list for spring 2002. This revamp shifts focus to Robin Hood, but retains the giorious strategy/action gameplay of the original, complete with tournaments, fair maidens and castle sieges

## **Rune: Viking Warlord**

Showing the potential to Ragna-rock

So far, the only Vikings you've seen on your PS2 have worn purple uniforms and had names like Randy Moss, That all changes this July, though, when Take 2 Interactive brings Rune: Viking Warlord, the "definitive version" of last year's PC hit Rune, to the system

RVW places you in the role of a Viking named Ragnar-whose wardrobe we're pretty sure lacks any purple in a hack-and-slash quest to defend humanity from Ragnarok lif you're not up on your Norse mythology that's the final battle between man, god and giant that will bring about the end of the world) In order to succeed, you must brave the forces of the shadowy masters of the netherworld through 40 unique laction-packed environments. Mythological creatures like hellhounds, frost glants and the walking undead stand in your way, as you pound them to submission with 15 unique axes, ham mers and swords. Collect runestones to call upon each weapon's unique power, or even add insult land further injury) to injury by ruthlessly f.a ling away at an enemy with its own severed limbs. As if RWW doesn't sound cool enough already, the fact that many of the game's characters and levels were designed by Spawn creator and comic-book legend Todd McFarlane only entices us even further















## The Getaway

#### Your monthly dose of insane realism

Imagine yourself immersed in the seeder areas of London, drenched in the atmosphere often exuded by top British director Guy Ritchie (Snatch, Lock Stock and Two Smoking Barrels). Add a plot that some the tale of Mark Hammond, an ex-bank robber wrestling with his inner consciousness, blamed for the murder of his wife, while searching for his son who. 5 being held by the real killers Introduce gamepiay

with Dr ver/Grand Thefit Auto-like elements and some third person action. And, finatly, offer up 40 square k lometers of accurately modeled \_ondon streets and local ons, with a level of realism rarely seen in games thus far That's the basic model for **Sony** s. The Getaway, and as you've seen over the past few months, we're damn excited about this **holiday** release

The level of real-sm the team is strwing for is, to put it buntly, cray ambitious. At its heart. The Getawey is a driving game, but the ability to step out of the car and take action in a third-person perspective brings it begame to a whole new level. There will be it missions altogether, and the way you complete them is, for the most part, up to you. Say you know the bar where the thugs you are after are having a city four can qu'etly walk by to the shop and surprise them, or be a bit more gung-ho, announcing your arrival to everyone by driving right up to the bar, which results in bystanders screaming and running for cover. At this commotion, white representing a stylish entrance, will of course elect the goons inside to your arrival. Mayhem ensues 100 coo.





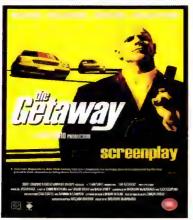






#### **Get This**

The Getaway development process is the embodiment of modern-day game design. With a 100-plus development staff. real actors used as virtual models in the game, motioncapture sessions, professional costume designers, art directors and a production designer who worked on Tomorrow Never Dies and the ill-fated Thunderbirds flick, the game is no doubt one of the biggest PS2 productions thus far. The new wave of British films such as Snatch, using modern visual storytelling, clearly serves as inspiration for The Getawaywhich is cool, because that kind of material and direction are perfect video-game fodder. Expect to see plenty of cursing. violence, guns and pimps-and a definite Mature rating.



## Fur Fighters: Viggo's Revenge

#### Fuzzy animals with big guns

Even though Fur Fighters was originally released a year ago on Dreamcast, **Bizarre Creations** has been working on the P52 version since well before that time. And, like it ought to, the developer has made sure this **summer** P52 game from **Acclaim** tives up to the system's potentia, including a whole slew of uporades.

The biggest improvement is that characters now sport some coil cell shading, something which has been de ingueur for cartoni-style games recently. Far from just a gimmicky add-on, the effect is put to good use here, as it helps bring out the personality of the characters and, well, it just looks cool.

So the game looks a lot better, but much more importantly, the levels now come tignter and more compact. New storytelling elements have been included, a large part of which owes thanks to the additional voice acting, which replaces the gobbledygook present in the DC version. The preview version we played also features a music in meer that you can toy around with while the levels load lyou trigger sounds with the controller! Hopefully this will stay in the final. All in all, Bizarre's small improvements and changes should really make for a far futher peckage.





#### The Mission

General Viggo and his henchmen (or hench bears, in this case) have kidnapped a bunch of babies, and it's your job to save them. But you'll have to switch characters in order to rescue certain animals—Roofus the hound ain't rescuin' no feline babies. No sir. Each character also has unique abilities, like claw marks on a wall to possibly indicate that you need to switch to Juliette the cat.





#### Gitaroo-man

A couple issues ago, we told you about this quirky Japanese I the from Koei, quessing a U5 inclease as likely as a David Lee Roth/Van Haler rean, on Well, you might as well jump, 'cause it's coming this fall imaybe even the reunion if you believe the rumnors]. This 'action' music' game requires you as a shunned elementary school student named U1 to keep with the mythm as you shoot, duck and dodge your way through enemies en route to sawing all of Planet Gitaroo.





### **Frogger: The Great Quest**

Now that **Konami** has its Frogger rights back, the company sn't wasting any time in bir nging the classic garning character to lifemore so than evert in The Great Quest, our web-footed hero hops into his first 3D platform game, in the spirit of Rayman 2 or Banjo Kazonie in addition to the hip hoppety action, the **fall** release boasts plenty of chuckles, such as the mischief-caus in Mosquito Gang, featuring members tike Positive, Negative, Herno and Globin.

## **Run Like Hell**

Like Alien 5. sans Sigourney

Travis Williams of developer **Digital Mayhem** can sum up the hornfic inspiration behind Run Like Het. a third-person action game due this **September** from **Interplay**, in a sentence: It's a cross between *Aliens* and *The Thing*, only more terrifying. 'Strong words to be sure, but all early signs seem to not cate some senous spine tingung potential. As Nick, a sold er exided in a deep-space mining station your goal is simply to survive ago not an analyselent alter nace that has animitated nearly seryone else on the station. 'There are impre aliens than *Aliens*, 'continues Williams.' You will have to think act and shoot quickly to stay alive.' Sound easy? Is not 'Auens constantly agant based on player actions, says Williams, in reference to enemy artific al Intelligence: It's the thinking persons action game.

Run Like Hell divides into seven chapters, each encompassing a aay of your heidacious week on the station. It all amounts to around 20 hours of gameplay, including over three hours of cinematics. Even better the voice talents of Kate Mulgrew (Capitan Janeway on Star Trek Voyager) and Lance Henriksen [Millenniums Frank Black and Bishop from, appropriately. Allens) combine to yield some hollywood credibility to what Williams calls one of the scar est, most a sturting games ever make.















## Madden **NFL 2002**

Twelve years and running Of all the PS2 launch games that knocked our socks off, few excelled to the degree of EA Sports' Madden NFL 2001. This fall, things get even better. Players faces and body shapes more accurately reflect their read-life counterparts, as do the better-cooking coaches yelling from the sidelines. The rousing Two-Minute Drill first seen in last season's PS one version makes its PS2 debut, along with a Create-A-Team mode that includes custom uniforms helmets and stadiums. New Madden Cards, hundreds of new animatrons, and the addition of the Houston Texans also freshen this always improving franchise. You can even retive Madden 93!







## Tco

It rhymes with "geek-o" Ico has "sleeper hit" written all over it. With its odd name, unique game world, and no hype whatsoever thus far, this Sony CEA game will shock most anyone who gives it a try this August. We certainly were floored by what little we've played to this point. To put it simply, Ico has atmosphere. Loads of it

It's something you'll notice immediately. The characters al. have a very Where the Wild Things Are/Panzer Dragoon-like .ook to them, as they roam through massive environments. One scene in particular—where you hop from dangling platforms strung high up in the air, while above you the sky flashes with lightning, and below you the dark sea beckons-especially surprised us

The sound also plays a major role in building the game's mood. Currently, a relative lack of music allows the ambient sounds to create the aura, environment, Also, in a very Tolkienesque move, the language used in Ico was created specifically for the game. Ico himself speaks English, but the rest of the dialogue remains a mystery-that is, until you play the game a second time through, when it features subtitles for all the speech.

The game's story revolves around ico, a boy banished to an abandoned castle because he was born with horns Ico must escape this castle as well as rescue a princess also locked away The two work together, solving puzzles and defeating enemies















## **Batman:** Vengeance

The Dark Knight looks so right

Batman fans took it personally last year when Ubi Soft released Batman Beyond Return of the Joker for PS one, widely regarded as the worst game of the year. But this September, the company looks to redeem the Dark Knight's good name by taking things back to the days when Bruce Wayne wore the cape and cowl. And as you can see, if looks alone mean anything, then Batman: Vengeance might just rank right up there with Spider-Man in terms of superhero gaming greatness. The gameplay sounds promising as well, ncluding severa, types of action everything from standard hand to hand combat to a free-fall" leve. We I, have more next month







## The Devil and I

The devil made me do it!

Your sister is struck down by some nasty ghosts floating around town, and what does your dad do? He invokes a magical spirit named Stan to come out of his bottle and revive your sibling. Titled Boxu to Mach in Japan [loosely translated as | The Devil and I"] this Nightmare Before Christmas-y RPG brings together the reluctant allies Luca (the main character and brother of the stricken pirt). Rosalle (a soldier cursed by Stan with a pink shadow) and Kissling (a poetry lover and expert on poltergeists who thinks he can help you in your travels), Luca owes Stan a favor in return for helping his sister, and must journey to find and defeat Stan's more powerful rival. Using a rather simple rock-paper-scissors hierar chy in the battle system, Devil and I was designed for novices and

















## **Evergrace II**

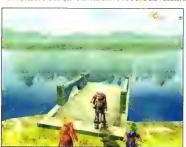
Fighting and fashion, all in one



OK, so the original Evergrace wasn't much more than a cult hit land maybe "hit" is stretching things a bitl. That's no reason to close your mind to the possibility of a sequel—or, more accurately, prequel especially considering From Software's planned changes for the release of Evergrace I

For one thing, the originals alternating dual-character storyline is being replaced by a true party system. Returning hero Yuterald is now joined by two companions: his faithful friend Ryana and the myster ous Fillna Both have the rown motivations for joining Yuterald on his quest (an admitted.y cookie-cutter quest, at that, as he seeks revenge upon the man who slaughtered his entire village), and working out their differences plays into part of the story

Furthermore, Evergrace I, features some extensive visual tweaks. Environments now sport spectacular graphic effects, and everything seems much more detailed—a nice change from the ho-hum look of the original. But thankfully, the game retains its whimsical, unique "fashion" system. Yes, you once again have the chance to play dress-up with your characters in order to properly interact with others, solve puzzles and conquer enemies. Still no word on a U.S. release, but we expect Agetec to look into it















### Play dress-up!

As in the original Evergrace, you'll need to coordinate the accoutrements of your party members to surpass certain puzzles and earn the consideration of some townsfolk. These get-ups can get a bit, er, eccentric: The original game featured helmets, for example, constructed of pumpkins, sauce pans and even a bird's nest! That's not even mentioning the flamboyant armor-luckity, you could change the colors to avert a fashion disaster.





#### Joio's Bizarre Adventure Part 5 🕒



Capcom is currently preparing its first original fighting game for the PS2 Based on the fifth installment of the Japanese comic series (it's not the fifth Jojo game to come out), Jojo Part 5 is accomplished using cel-shaded animation in order to give off a very 2D look and feel. The incredibly smooth animation makes everything look very crisp and clean in motion. Jojo takes place in Italy and allows you to control many high-flying combatants there. Japan gets Jojo this fall



#### Hot Shots Golf 3



While the basic gameplay in Sony CEA's super-addictive, ultra accessible golf series will be similar to the previous games, Sony expects this edition to feature more realistic characters, a creaturecollecting minigame and other additions. Most intriguing, though, is the planned online tournament: Players will earn a code in the game, submit it to an official site, and obtain an international ranking No word yet on a U.S release date; we'll keep you posted

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## **Coming Soon**

Blaster Master BA Dave Mirra BMX Max. Remix Deep Sea Fishing Looney Tunes: Sheep Raider Mat Hoffman's Pro BMX MLB 2002 Point Blank 3 Ronaldo V-Soccer Roswell Conspiracies Sea-Doo Hydrocross June Alone of the Dark TNN Black & White Dracula The Resurrection In Cold Blood Motocross Mania Rescue Heroes: Molten Menace Time Crisis Project Titan WDI War letz July Dance Dance Revolution w/ Pad Konami Dig mon Card Battle Final Fantasy Chron cles Saiyuki. The Journey West **Future Releases** Arc the Lad Collection Arthur's Our Show Barbie Explorer C-12 Cargo!

Koei Working Designs The Learning Co. Mattel Sony CEA Infogrames Castlevania Konami Digimon Card Battle Bandai Digimon Grand Prix Banda Dragon Warrior VII Fnix Hidgen & Dangerous Take 2 Hoshigam. Ruining Blue Earth Atlus Jumpstart Kindergarten Knowledge Adv. Kasparov Chess Madden NFL 2002 EA Sports NASCAR Racers Infogrames Obee: Tale of the Circus Sound Source Planet of the Apes TBA Power Rangers Time Force Rocket Power Syphon Filter 3 Sony CEA

Randa

Souare FA

Action Sunsaft Acclaim X-Sports Acclaim Fishina Infogrames Puzzle Activision X-Sports Sony CEA Sports Shooter Namco Infogrames Sports Red Storm Action

Racino Vatical Infoorames Adventure Midas Adventure DreamCatcher Adventure DreamCatcher Adventure Take 2 Racing TRA Action Namer Shooter 300 Action

> Music Card Game RPG Strateou

RPG Trivia Edutamment Action Action Action Cards Racino RPG Actor Strategy Edutainment Rac ng Edutainment Adventure Action X-Sports Action RPG X-Sports

## Alone in the **Dark: The New Nightmare**Finally, the nightmare begins

Near midnight, consider going to a remote part of your home Maybe stink down the stairs igrab a Coke from the fridge in the corner of the pasement, or try to trample up for a quick peek into the attic. Even a guick trip into a suburban backyard would work. If the mood is right, the late hight creaks of imagined footsteps, or the sudden snap of a too-close tree branch, can send shivers all over your body leading you to burst into a dorky sprint back to a safer part of your home. It's the anticipation of something that frightens you, the off-chance of your mind's eye conjuring up worse nightmares than reality has to offer Such is the emotional context of Infogrames' newest bad dream, Alone in the Dark: The

New Nightmare, a cinematic adventure that, even in its current ncomplete state, is as scarily stimulating as it is beautiful. A traditional storyline starts things off: Two separated castaways must survive long enough to reconnect. Sounds pretty typical, huh? But TNN isn't your everyday adventure. You're on a sup

posedly deserted island as leading man Edward Carnby investigates the murder of his friend, while Aline Cedrac, the femate lead. reluctantly tags along. The use of light and dark gives TNN its unique mood. You have a flashlight for comfort, but that slim beam of illuminance won't show off every atrocity surrounding you. Some quick-moving beasts might try their best to use snakelike tonques to strike at your stomach. Meanwhile, in the water, an unseen force might suck you under Empty hailways aren't safe, either, and the ceiling could be teeming with danger

But of all the elements at work, the environments and sound join forces most effectively, yielding a high level of suspense. When nearing a danger area or traipsing over bloodstained floorboards, the intensity of the music rises to match the moment. And when you're whipping your flashlight around in a new, dark room, searching for your bearings, try not to get too caught up in the detail and grandeur of your surroundings-because at any moment something might jump out at you, guickly concluding your investigat on. Keep your eye on the shadows this June











#### Storytelling

The original script for TNN checked in at just over 100 pages, but soon grew all the way to 800. Seems obscene for a video game, but the intentions of Darkworks, the developer, were always to insure a movie feel. The storytelling doesn't rely solely on characters interacting or journals spread around the mansion. For instance, if you spot paintings on the wall, you best look closelychances are, something in the art has a bearing on the game.



Tales of Destiny 2

Twisted Metal Kids

Tony Hawk Skateboarding

Namco

Activision

Sony CEA



#### **Monster Mash**

During the course of your adventure, 15 types of monsters cruise around inside and outside of the mansion, each equally frightening. Consequently, each type of beast can kill you in a completely different way. Things start out simple enough, when rabial dogs chase you down, nipping at your ankles and forearms. But that's child's play, Later, you'd better hope for protective eyewear, because some gruesome monsters do their scary best to tear your eyes out! Yikes!







#### **Pre-Order Watch**

STORE	PRE-ORDER	PRICE	SHIP DATE
Amazon.com	Yes	\$39.99	6/29/01
Buy.com	Yes	\$39.99	6/27/01
<b>EBWorld.com</b>	Yes	\$39.99	6/27/01
Express.com	Yes	\$39.99	6/27/01
GameStop.com	n Yes	\$39.99	6/26/01
		all data as of 4/10/01	





#### **KISS Pinball**

Yeah, so what if it's one of those \$10 Take 2 games and only features two tables—we still can't help out dig the very ride of KISS Pinball Band members Gene Simmons and Paul Stanley lend their vioces to the action just not any music. However, while you won't "Rock n' Rox A.I Night" with the default tunes, you still have the option to insert your own CDs for music, KISS or otherwise. Finally, the chance to crank up the Patsy Cline as Ace Freshley requirgitates a sitver ball!



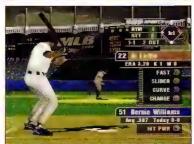


#### **MLB 2002**

The 2001 basebal season is already well under way, so we're hoping the extra time taken by **989 Sports** for **Sony CEA** translates into the best outing yet for its MLB senes **This month**, MLB 2002 steps up to the plate with the expected roster updates and new stadiums, along with a TV-style presentation featuring legendary announcer Vin Scully saide ESPN's Dave Campbell. Total Control Fielding allows you to make great defensive plays, like barenanded grabs and twirt throws











#### Spec Ops: Ranger Elite

Over the past year, perhaps no game has been the butt of more jokes for us than Take 2's original Spec Ops, one of the very first PS one games to retail for \$9.99. But that doesn't mean we're not willing to give Ranger Elite a chance, Once again part of Take 2's bargain-priced Got Game 'line, this sequel requires stealth, skill with weapons including a sniper rifle) and teamwork (with a friend or the computer) f you hope to achieve victory. Even blast away at a bud if you wish





#### In Cold Blood

Over the past few months, In Cold Blood's U.S. rights have switched hands from Midway to DreamCatcher, a newcomer to the world of PlayStation But other than that, nothing about this steadh-heavy adventure has changed. As we reported last September, you assume the role of British agent John Cord, playing through the character's flashbacks as he tells his story of nine missions to foreign captors This spring release boasts 60 hours of play and tons of voice work







#### **Final Fantasy Chronicles**

No, your eyes do not deceive you. The screens you see below belong to Square's Chrono Trigger, the acclaimed 1995 Super NES title and precursor to last year's best RPG (arguably, don't get Steinman started), Chrono Cross. The Fina. Fantasy Chronicles title, nowever, comes courtesy of F nal Fantasy IV's inclusion, which any hardcore RPG fan knows was released here in 1991 as Final Fantasy II (also on SNES). This summer compilation includes new CG, as well as other goodies





## Saiyuki: The Journey West

The legend of Salyuki might not mean much to Westerners such as ourselves, but according to Koei, it's pretty big stuff in Asian countries—something every child learns growing up. This July, the classic quest of the youthful Chinese monk Sanzo, who attempts to reach India along with a ragtag group of allies, comes to America in the form of Saryuki. The Journey West (working title). From what we've gathered, gameplay seems to emulate Square's classic Final Fantasy Tactics, with its strategy/ RPG setup perfectly suited for taking on Asra and the Demon Eight, along with any other antagonists who dare cross you. Elemental-based magic plays a large role in your success—particularly Sanzo's ability to call upon Guardians (even more Final Fantasy Inspiration?) and his companions' power to morph into their true, "Were" forms, Collect items and experience to build an unbeatable troop







#### All Hail the Monkey King!

Sanzo's friends each have the ability to transform into powerful animal-based Were forms, like a pig, a fish, a dragon, a butterfly and, perhaps most interestingly, an ape. The latter character of this bunch, commonly known as the "Monkey King" (the legend of Saiyuki is often referred to as this) but actually named Son Goku, served as the basis for a major character in Dragon Ball Z.















#### WDL: WarJetz

The World Destruction League series from 3D0 ascends to the skies this June with blastastic combat aplenty, set across the globe in a postapocalyptic era. Play alone or take on a friend in simultaneous two-player mode





#### Arc the Lad Collection

As this screen from Arc the Lad 2 indicates, **Working Designs** oft-delayed compilation of all three games is still happening. "Sometime **this year**," we're told



#### The Land Before Time: Great Vallev Racing Adv.

You know you've aways wanted to race Littlefoot against three of his prehistoric friends. Thanks to TDK, you can do so now





# **Looney Tunes: Sheep Raider**

#### Solid Wolf

Best way to describe this," says Jeff Nuzz, director of marketing at Infogrames, is an E-rated Metal Gear Solid." Formerly titled Sheep, Dog N Wolf, this June release stars Raiph Wolf, who tirrelessly tree to steal sheep from the flock of Sam Sheepdog. Like Sol d Snake, Ralph uses a mx of gadgets along with a steady dose of stealth to nab an ewe and fure it to the goal point of the 17 levels Ralph's got plenty of quality ACME products at his disposat, including jetbacks, dynamite and even sheep perfurne. Looney Tunes staples abound, from failing boulders, cataputts and leafy bushes to hide in, to quest appearances from Daffy, Porty and other faves.











#### The Toon

First things first: This isn't Wile E. Coyote that you see here. Note the red nose, which can only mean it's Alpih Wolf. Along with Sam Sheepdog, Rahp starred in a collection of eight classic Looney Tunes capers. The most memorable feature? Despite a steady series of wallopings from Sam, Ralph and the sheepdog always ended the day by punching out a timeclock and exchanging a few pleasantries.





#### **Motocross Mania**

If 30 to 40 bucks has always seemed just a little too much for a PS one motocross game land based on most of them out there, we don't blame you!, Take 2 might just have what you're after when I releases Motocross Mania for \$9.99 this June. Alter all, it does seem to include all of the essentials motocross, supercross and freestyle tracks of differing terrains ldirt, mud, ice and sand), each featuring shortcuts and huge jumps allowing for some big air.



#### **Tales of Destiny 2**

This fall, old-school RPG fans have yet another reason to put off that purchase of a PS2, as Namor releases the third chapter in the "Tales of..." saga, following Tales of Fantasia and Tales of Destriny Featuring 2D superdeformed graphics, the Linear Motion Battle system (which mixes real-time button-pressing action with a quas. turn-based interfacel, and a long, deep quest (Destriny 1 took up to 70 hours). Destriny 2 should keep fans of the series enthralled for weeks on end.













#### X-Men: Mutant Academy 2

Couldn't get enough brawl n' mutant action last year? This fall, Mutant Academy 2 looks to do everything the original did and more, with more characters and better fighting action. Though only Rogue and Havoc have been confirmed as new additions, Activision assures that we'll see six new combatants for use in as many new arenas, with aerial combat playing a major role. Just like last time, Professor X teaches you how to use your mutant powers in the Danger Room





#### One Piece Mansion

It's not a fighting game. It's not surviva, horror It's not even Mega Man. With One Piece Mansion, Capcom attempts one of its most unique games to date, as you assume the role of a mansion manager trying to make an honest day's living by leasing out rooms to guests As your income increases, so does the size of your mansion, leading to even more demanding tenants. The challenge of this humorous simulation/puzzle game lies in keeping them happy. Try it out this fall



# Spider-Man 2 Enter: Electro

#### Spidey slings back to PS one

From what little details we've heard of Spider-Man 2, not much has changed from the ong nal-ol. Web Head sets foot into a new adventure replete with new levels and training missions, resulting in plenty of web-slinging and hand to-hand combat. And that's all perfectly fine with us, seeing as how the original was the best superhero game ever made. This sequel also promises more moves, more web attacks and more fighting combos. But what about more villa ns? Opviously, Electro enters the picture as the story's chief nemes s, but Activision also promises a whole new lineup of notorious supervicains" for the fall release. We can't wait













#### Blast Lacrosse

t may seem hard to believe, but in more than two decades of console gaming, no system's I brary has ever included a lacrosse game This month. Acclaim changes that by bringing the ong-neglected sport (which, incidentally, precedes baseball, football and basketball by centuries) to your PS one complete with a license from the indoor National Lacrosse League, now in its fourth year. Gameplay takes on a very NBA Jam-Jike style, as the f ve-on-five act on even includes Turbo and "On Fire" features





#### **Rocket Power**

Based on the Nickelodeon series of the same name THQ's Rocket Power presents several extreme sports competitions in one package: snowboarding, skateboarding, in-line skating and biking. Tear it up late this summer



#### **Power Rangers** Time Force

The most successful kids show and toy line of the 90s returns to PS one this fall courtesy of THQ Do that Megazord thing as you travel through time

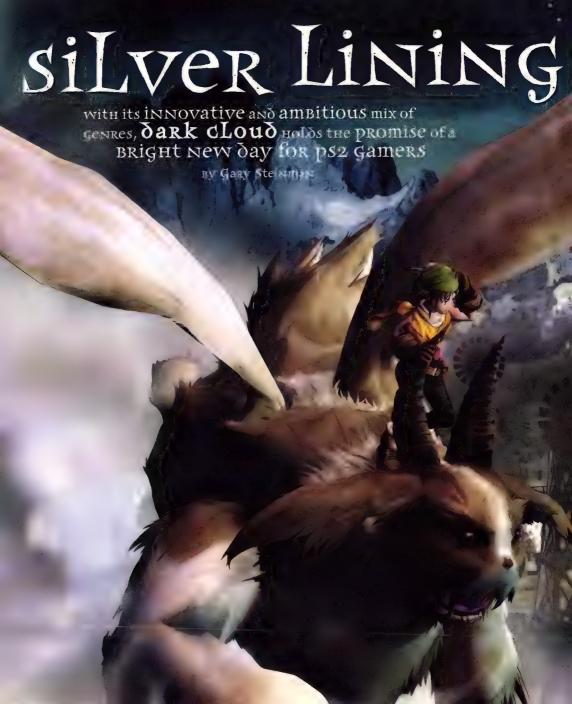


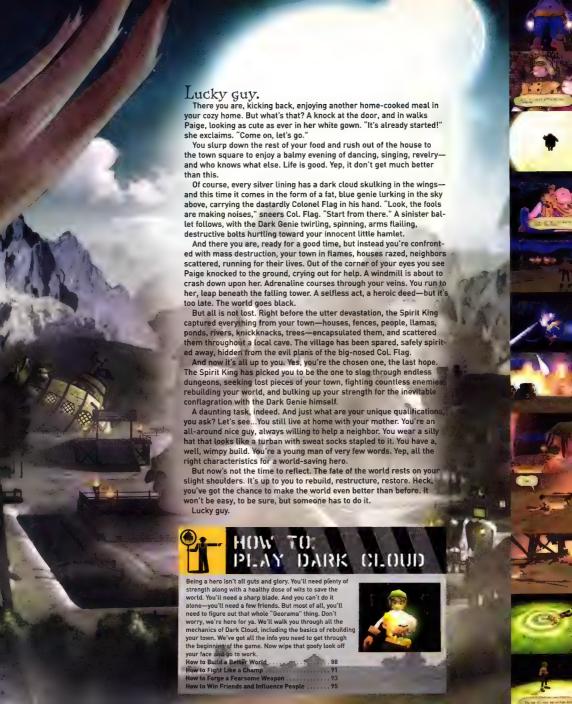
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Red Faction videos!







## Build it, Live it, play it

Sure, the world is on the verge of mass destruction. Not their problem. Villages have been completely wiped out, leaving empty fields devoid of life. No matter. The nearby forest—once a place that was safe to visit—is teeming with hostile monsters. Oh well,

So what do you do? Shake the collective shoulders of the townspeople and shout sit, them until they see the stark reality of their situation? Ignore them and simply go on with your quest? No, you're the hero, so you tighten your turban and trudge back into the Wisc







#### TRIGGERING YOUR FIRST EVENT



The village is decimated. All that's left is an empty field. [Well, there's the mayor and his house, which somehow escaped the carnage, Politicians-go figure.) Your first priority is to collect pieces of Atla from the Divine Beast Cave. As soon as you complete the second level of the Cave, you should have just enough Atla to rebuild Macho's house. We'll start there.





Pop into the Assembly menu, and you'll see a handful of Foundation Parts on the left (houses, windmills, shrubs, roads, rivers) and other Parts on the right (people, lamps, ladders, fences). Macho's house has six spots to place various Parts Four of them are question marks; you can't put anything there yet. Put Macho and Komacho in those final two spots, then place the house on the field. Don't worry where you put it-it doesn't matter yet, and you can always move the house later.





Now return to the village, and voilá-Macho's house. Look around for Macho and his brother. At this particular hour, Macho happens to be lounging outside his house, with his brother inside. Depending on the time of day, though, the two of them may be anywhere from indoors to outside wandering about. Seems Macho is particularly pleased to see you...Overly friendly? Creepy? You be the judge!





Ask Macho how to make a house, and he'll say he wants a bigger room and his barbell outside. Komacho wants a fence and a lamp, like "any other decent person." Back to the Assembly menu. See how those question marks are now four spots that match the requested items? Since you have them, put the Parts into the correct stots leven a toddler can do this!), and a bubble will appear saying "Event!"

# HOW TO: BUILD A BETTER WORLD

You're no Frank Lloyd Wright, sure. Heck, you're probably not even handy enough to build yourself a backyard grill. But that shouldn't stop you from enjoying Dark Cloud's innovative Georama feature, in which you not only rebuild towns from the ground up, but you've got to plot out the environs with all the savy of an lyy League-educated urban planner. For such a deep, involving gameplay mechanic, it's actually quite straightforward—at least at first. Nonetheless, we'll walk you through everything you need to know to rebuild your own Nolun Village. After that, you're on your own.



Back to the field. Check out Macho's digs: twice as big, with a fence surrounding it, a barbell outside and a lamp hanging by the door. Pretty cool. Now step inside and a scripted sequence unfolds. Komacho offers you a Stone Breaker as a reward for your hard work—and just in time, as the next level of the cave is swarming with some rock-hard Statue monsters. Attach this plate to your weapon for a slight advantage when squaring off against these foes.

#### URBAN PLANNING

So you built a few houses and collected some useful rewards. Big whoop. Now comes the tricky part—you've got to arrange the town juuuust right so that everyone will be happy. It may take a village to raise a child, but now it's up to a poncho-wearing child to rebuild the village.



You've collected all the Atla and completed all the event sequences. What you've got, though, isn't really a village; rather, it's a collection of hovels set randomly in a field. There's also the problem of placing roads, rivers, windmills and trees. What to do? Wander through town chatting with everyone to find out what they want, then figure out a way to make them happy.



Requests range from straightforward to the slightly more challenging



Remember that odd greeting from Macho? And the way he and his "brother" are constantly playfighting? Well, it's confirmed—Macho and Komacho are in fact a bit "Light in the loafers." Not that there's anything wrong with that. Either way, Alnet wants to keep a healthy distance from Macho's house.

Claude likes to fill his belly. Alnet likes to cook. Claude and Alnet make good neighbors.

We already know

how Alnet feels

about the Macho

brothers." Put her

house as far away

from them as pos-

The mayor's house.

thing left after the

It was the only

carnage.

Laura's daughter Xena finds the noises coming from the mayor's mansion distracting. She'll sleep better if you put her home at a distance from there

Renee, your moth-

er, would like the

when she wakes

up. Make sure the

bedroom window is

facing east.

un to shine on her



Put the Gaffer's

where. With the

town restored,

he's just happy

to have cus-

tomers again.

Buggy just

about anv-

Paige's father
Dike likes to fish,
so find a spot for
the Pond and put
Paige's house
next to it.

The Macho
"brothers" love to
exercise. A spot
right near the
entrance to the
Divine Beast Cave
gives them easy
access to plenty
of muscle-building monsters.

The Hag wants her house to face the blades of the windmill. Easy enough.

A windmilt at the center of town seems about right. Surround it with a river and some trees, just because it tooks nice.

Here's one way to set up Nolun Village that'll make everyone happy. But this is just the way we did it. You can probably structure it much differently if you want!



That wasn't too difficult, was it? So what's the payoff for all your efforts? Dran shows up to thank you for completing the town, and awards you with a new special Charge attack. Pretty nice. But you'd be sadly mistaken if you think it's all gonna be this easy. The next town holds a host of new challenges that go far beyond simple urban planning. It's gonna be quite a bit more difficult to make those residents happy. And you won't just be rebuilding towns—we don't want to give it away, but let's just say that Dark Cloud has a few surprises in store for you!



### night and day

Dark Cloud's world changes dramatically to accurately reflect the time of day. What's more this is even represented in the overworld menu/map screen!







waking up to a bright new day, warm sun shining on you. full if from this money and almits. But that's not the only sweet thing about Dark Cloud, in

Long time coming
All this from a game that's been kicking around
for what seems like an eternity. Screenshots of Bank
Cloud were among the very first released when the PSO
Cloud were among the very first released when the PSO
Cloud were among the lease and the screen of 17 marships

mation on how everything actually works together. Sure we learned about randomly generated house, 10°7° Ze(da-tike combat system. And we knew that you could

oning of maguate teahers of supplied waspings. Eagle-counterintuitive in somebody else's language. Eagle-says, referring to just one of the many aspects of Dark. Cloud's complex gameplay. But here's the good news: We ve gotten our hands of





## HOW TO: FIGHT LIKE A CHAMP

With a hot like Toan's, that boy had lo learn how to fight at a young age. Even in his tight little village, we're sure the schoolyard bully just couldn't resist such an easy target. But for those of you who haven't yet finned your puglistic tendencies, here's a look at how the fighting works.

Not only do you have to worry about your hit points, but you've also got a thirst meter. If you get too parched, your life meter begins to drain away. Always carry extra water with you. Your weapon also has hit points, although you can fix it up with some handy Repair Bewder.

Your weapon's speed meter determines how quickly you can swing your sword in succession, or whether you can pull off a combo attack. Don't go rushing an enemy if this meter is empty, as you won't be able to pull off your attack.

You can set up to three items in the Active bar here. These range from attack items to healing and defensive items.

The name of the monster is displayed, along with its life bar below.



A Zelda-esque lock-on targeting system makes it easy to focus on the foe at hand.

The dungeon's map fills in as you explore the floor vou're on. Each level faside from boss floors and a few other special onesi also as a Map along with a Magical Crystal, which shows the position of all the enemies (red dots), treasure chests (vellow dots) and Atla (green dots). The top-right bar shows that you're on floor 16 and that you have the Magical Crystal, but no Map yet. To clear a level of a dungeon, you have to find a special item that lets you move to the next floor. After you complete a floor, you can either continue on or leave the dungeon to return later.



ONE AT A TIME

Multiple enemies? No worries. You can quickly switch between monsters that you've locked on to with a quick button press, or if you have a character with a long-range attack, you pick them off from a distance.



KNOW YOUR STRENGTHS

Once you collect a few allies, be sure to use them. Goro, for example, has a special attack that's best-suited for taking on those pesky Earth Diggers in the Owl Forest. You also need to keep your allies in shape, in case they're ever called on...



KXMW YOUR LINES
Certain dungeon floors place restrictions
on you. You can't switch your weapons.
You get thirsty quicker. You can only use a
certain character. Always be prepared, as
these limit floors pop up without any



ADJUST TO YOUR EXENSES
Enter a new dungeon, or complete a few
levels, and you're bound to face new types
of monsters. Be sure to upgrade your
weapon to deal with these foes; otherwise,
your attacks may be too weak and your
weapon may take too much damage.



warrior. While in the dungeons, look for pools of water, which restore both health and thirst. And be sure to call forth all of your allies while there so you can quench their thirst as well.

DRINK PLENTY OF WATER

A properly hydrated warrior is a happy



HANDLE WITH CARE

It's easy to forget that your sword has feelings too. You should never, ever, ever tet your weapon become so damaged that it breaks. You not only lose all the work you put in to building it up, but you also lose the weapon itself.



60 THROUGH THE BACK DOOR Each dungeon has a back area that appears at random. You'll need a hard-to-find item to gain access to it, but once there you'll be treated to plenty of rare, valuable treasures. But be warned: The enemies are much tougher there.



BEAT THE BOSS

Boss characters require you to switch between your allies on the fly, using their different strengths and attack methods to vanquish the beasts. Don't try to tussle with these mighty foes all by yourself or you'll meet with sure defeat

Throughout the game you'll be challenged with occasional Duels major event battles that use timed button presses to trigger scripted sequences. They're not too difficult, but they're a joy to watch. It's this convergence of genres that's one of developer. Level-5's most remarkable achievements, claims Eagle. I'think Dark Cloud represents that I'irst of, where we start talking about this fusion of genres taking place throughout the marketplace. Eagle says. Where you Start to see because of the technological advances within the PlayStation 2 hardware, that you can take what might have been too ambitious with the PlayStation in terms of troop making and claim, and such and such and such and such action, adventure, real-time strategy, RPG, into one kind of game.

## Real-time Beauty

All these "technological advances" aren I being squandered away on the gameplay, though, Equally the down measure and the Etonic strategies. I was the rippling of water or the way Joan's cload flutters and flaws as he runs through the world, to the utter-lack of load times or pop-up when you place houses, trees, rivers, windmills and the like in the environment, Dark Cloud has enough eye-candy to sweeten up even the most jaded gamers. That's something the development heam worked hard to achieve. We have concentrated on providing very detailed graphics," says producer Akihiro, Hino. "We especially concentrated on prefecting elements such as the sway of water or the texture of cloth materials. This would be an example of how we have maximized the performance of the PSI hardware."

And yet the graphics probably won't blow you away—at first, that is. "In Dark Cloud," we have used such effects casually, and repe players will holice them, says Find. By cheeking the map area in detail. Indeed, as that great sage Yog! Berra might say, you can see a lot just by looking. Try, for sample, standing in one place for a full day. No, not install it. It. It. It. It. I bim and place him, in It. It. It. I can are also the first proving area of one of your villages. And then just stand there. As the time passes, day will turn to night, the sky will darken, the moon will rise. As the night crawls on torches flare, piercing the dusk. Lights go on Inside various, homes, shining out through the windows. And as the morning sun wakens once again, chimney smoke will begin to billow out of houses as the residents relight, their hearths. Now pop into the first-person view and peek at the sky, and you'll actually see the sun moving through the atmosphere. At the right angle, lens lare-assaults your eyes. Stand around long enough and eventually you'll gaze at the two moons westering achies the sky. Now go inside, and you can watch the same effective.

sword we were using Ia different one from the first figt was accurately reflected in this scripted sequence.

And nen there is the whote word-auditally elementary popular by a most state of the following the state of the following the fol



Sony CEA's Eagle:

This Georama—I can't overstate—is really unique in the sense that you are rebuilding something that was lost, as far as the storyline goes." Eagle gushes. You grab, for instance, Paje's house, and you plop Paje in the house, and you plop into the environment, and I just think it's really, really cool that you can drop that anywhere you wish, and then immediately—and I mean immediately—drop yourself into that world and open the door and Paje is inside. It's all fully rendered, fully read so, there's no popo-up no draw-in, no load time at all op, the read when the property of the prope

If I d like the gamers to walk away with anything from playing Dark Cloud, "Eagle continues, "It'd be the amazement that I feal that this is technically possible now. This can still be considered a first-peneration product, so imagine what can be done after you have time to tweak that or apply it to something else. I'm llonered by it hecause, being the old 16-bit and 8-bit gamer, and having to watch load screens even on some fi, the better PS2 titles, and waiting for things to happen for that to be there in such a beautifully rendered eminant, real-time, immediately right then and there blows me away."



## perfect balance

becomes more integral as you get further into the game, with the towns



## HOW TO: FORGE A FEARSOME WEAPON

A fighter is only as good as his best weapon Without the right sword. the best axe, the most powerful slingshot, you won't be able to get past all those pesky monsters skulking in the dungeons Dark Cloud features an extremely deep weapons management system (think Vagrant Story, and you'll get a good idea of how it works here), which lets you customize your cutlery and even evolve your blades into entirely new weapons. You'll spend plenty of time fiddling with your weapons in order to get things just right. You have to stay sharp when you're a hero-but don't worry, we're here to help you.



Always keep a good stock of Repair Powder on handyou'll need it to maintain your weapons. Why not just let them break? Because the only way to have the most powerful blades is by letting them grow over time. Not only can you customize your weapons' characteristics by adding various stones to them, but they also gain levels and get stronger the more you use them. And if you develop them properly. your weapons can evolve into valuable and otherwise unattainable forms.

Each weapon has a ridiculous amount of characteristics that you can upgrade. First, you've got items that simply boost your weapon's Attack, Endurance, Agility or Magic. Then there are the elemental attributes (Flame, Chill, Thunder, Wind, Sacred), which lend their power to your weapon's attacks; these too can be amplified. Finally, you've got 10 monsterspecific categories you can boost (Dino, Undead, Fish, Rock, Plant, Beast, Flyer, Metal, Mimic, Wizard); the higher your level in each one, the more damage you'll do to those types of monsters. So how do you get all these attachments? Some are gifts given by grateful townsfolk, some are treasures found in the dungeons and some can be bought. Also, if you use an object (like a bomb or a lightning gem) to kill a monster, that creature will often leave behind an item that can be used as an attachment. Finally, Dark Cloud has a fishing minigame that lets you trade in Fish Points for these items.







Let's say you've been building up a sword for a while, only to receive a new blade that's more powerful on Level 1 than your current one is at Level 12. Time wasted? Nope. Perform a Status Break on your older sword, which turns it into an attachment containing a portion of all of its abilities. Add that attachment to your new sword and you'll get a major boost across the board. Also, since some weapons have hard-to-develop characteristics, you can strategically build them up with the intention of performing a Status Break, thus yielding a valuable attachment for a different weapon

## New & improved

rtier, the U.S. version will receive a significant upgrade cording to Seth Luisi, Dark Cloud's U.S. producer, these changes will include: 35 additional weapons, nine new iterns, 18 new monsters, two new bosses (and an addi-tional form for the last boss), one new duel/event battle that you could finish the Japanese version in 35-40 hours. But now it that you closer to 50-55 hours if you're hard-

add to the chattenge of the battles while making them more manageable. "The game difficulty doesn't just com from increasing the parameters of the enemy," explains enemy Al. North American gamers tend to be older than

Japanese title converted to the U.S. and Europe with this unfinished form? "It's always the case with game develor



ed to include in the two product," Drill explain. "ACL) and the Dark Cloud team felt it was the right time to release Dark Cloud in Japan when they did, as there were

Eagle agrees, adding, "I think that Japan was commit and at the very beginning to trying to make even more of





As for Hino, he concurs that many of these upgrades were spurred from within, and aren't necessarily based or actually thought of internally," he says. "There were a lot of areas that we couldn't include in the Japanese version

(which Hino readily acknowledges was a major influence, on his game)? At this point Sony CEA is tight-lipped abou

Hino was more forthcoming. "Yes there will be a sequely but in terms of where we are with it, we can't comment

But there's no time to rest, as the requests from recently





## HOW TO: WIX FRIENDS AND INFLUENCE PEOPLE

Being a hero may be a lonely proposition, but that doesn't mean you have to ; save the world all by yourself. If you want to make it through Dark Cloud, you'll need some helo.

#### A FRIEND IN NEED...

Your first pal is pretty easy to come by—you basically stumble upon her and save her life, thereby winning her companionship throughout your journey. Remember that cute cat you saw on the second and sixth level of the Divine Beast Cave? Well, she's the one, and she appears again on the eighth level of the Cave. Here's how it all goes down:

On that eighth level, you'll run into a mysterious stranger. Is he good? Is he evil? Is he in serious need of Visine? All valid questions, but before you can get an answer, he challenges you to a Duet. No matter how well you fight, he still manages to fell you with a mighty blast of magic. But as he stands holding his sword over you, the stranger makes a starting discovery.

Seems you deliberately bore the brunt of his blow in order to protect that helpless cat covering behind you. Ahhh, isn't that sweet. "I think I'm beginning to know why the Spirits chose you," he says before he tosses you a bottle of Changing Potion and disappears. Seconds later, lightning strikes the precious felline, transforming her into an Atla.







A FRIEND INDEED Leave the dungeon with the Stray Cat Atla in hand. It should be the final piece you need to finish your own house and trigger an Event. Step into your home, and you'll learn that the cat has wandered inside and has taken quite a shine to you!



Hop upstairs to your room (you know it's yours since it's got a spare ponchour turban and pair of goofy boots). There's that cat again, lounging on your bed. Use the Changing Potion on her, and watch the transformation happen. Out pops Xiao, a bright-eyed and somewhat befuddled cat girl.

Xiao also wields a slingshot, making her especially useful when facing flying monsters or when you need to pick off enemies from a distance. Be sure to use her now and then to keep her in shape, as you'll come across several levels in the Cave and elsewhere that force you to use only her.





After Kiao gets over her surprise, she declares that she "wants to help master with the adventure." She's a persistent one, and won't take no for an answer. You won't be able to call on Xiao when you're wandering through the world, but she's an invaluable alty during your time in the dungeons.



So just what can our cat girl Xiao do for you? The most obvious thing is her jumping ability. Right back on the eighth level of the Cave is a gap too far for you to leap over. Quickly switch to Xiao, and she skips across, grabbing Dran's Crest for you and clearing that level.

ANIMAL NAGNETISM?
You'd think from your first foray into making friends that just about anyone would jump into your arms to join you. Alas, not so. Take Goro, the next of your four remaining allies. Not only does he have no interest in teaming up with you, but he also makes it abundantly clear that he'd rather fight you than befriend you. It's gonna take a lot more work to win him over!



#### GAMES REVIEWED

PlayStation 2 games are in blue; PS one games are in red.	
Army Men: Green Rogue	.97
Army Men: Sarge's Heroes 2	97
ESPN National Hockey Night	97
MDK2	97
Rumble Racing	
Star Wars: Episode I— Super Bombad Racing	.98
Tokyo Xtreme Racer Zero	98
Triple Play Baseball	99
Aladdin in Nasira's Revenge1	00
Army Men World War: Final Front	00
Big Ol' Bass 2	01
Billiards	01
Board Game: Top Shop1	01
Boxing1	01
Burstrick Wake Boarding!! 1	02
Dragon Tales: Dragon Seek1	02
Mary-Kate and Ashley: Winner's Circle1	02
Mat Hoffman's Pro BMX	
MTV Sports: T.J. Lavin's Ultimate BMX	02
Sabrina, the Teenage Witch: A Twitch in Time!	03
Simpsons Wrestling1	
Smurf Racer!1	03
Time Crisis: Project Titan 1	04
Tom Clancy's Rainbow Six: Roque Spear1	04

#### THE FINAL SCORE

#### ....

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

## **Cheap Tricks**

I got a phone call recently. It was from a PR person representing one of the companies that's begun publishing games at the new, ultra low budget price point of \$9.99, who was unhappy with the scores weld given the company's budget titles. The gist of the complaint was that a,l we gave the games lower scores than expected, considering the price, and b,l the games were not intended for our audience.

Let's examine the second complaint first. I understand the concept of the budget game; they're aimed at those who don't like to spend a lot of money on games, whether that's because they're not into them as much as the average game buyer or whether they re working with a limited income And though OPM certainly reaches a surprisingly varied audience, the suggestion that certain kinds of games would not appeal to the average reader is not w thout some ment. So, fine, your games aren't intended for our audience The problem is, without us talking about them in the magazine -criticiz

ng them, reviewing them-you may

have no idea for whom these games

are ntended And we still need to warn you, our faithful readers, away from these purchases. That's why we review games, after all. to aid you no your buying decis ons. These budget titles are designed to be impulse purchases, the idea is that big department stores can put a stack of \$10 games at the checkout counter for customers to look over while they're waiting in line. It's the same reason you'il find film, batteries, TV Guide and The Weekly World News at the checkout—to get people to stock up on things they might not actually need on their way out the door And whether these games are aimed at Mr. or Ms. Average OPM. Reader or not, chances are you spend as much time in the checkout line of the uscal Walf Mart as anyone (though we sus-

pect you may read The Weekly World News a b t less). So we

need to let you know which of the games you'll see there are worthy of a last minute buy. That's our job

Now, on to the score vs. price idea As Reviews Editor, I had to do some thinking about this one when it was announced that Sony was altering their princip structure to altow games to go as low as \$9.99. We all talked about the idea, and what we came up with is, I think, the only sensible way to factor a game's price into its score. We don't

A game's quality doesn't change based on how much you ve pad for it. Your enjoyment of the game doesn't change; the experience isn't any sweeter for only having sheled out the equivalent of a coupe Happy Meals. The only way price comes into pays is with regard to expectations: The lower the price, the lower our hopes that the game is going to be spectacular. Buy a \$10 game and you may be less disappointed if it sucks, and more surpnised if its really exceptional, but that a a

personal experience one that changes with every consumer depending on lifestyle, knowledge of the market, depth of gaming experience, and so on For us to claim to be able to quantify that into a review score would be ful

Consider, too, the fact that the price of a game continues to change over its shelf life is Final Fantasy VII any better a game now that it's a Greatest Hit priced at \$20° Obvious.y not, the game hasn't changed one wint. And if we did factor price into the game's score, we'd need to go back and adjust all our old scores every month—can you magne?

So we choose to leave it up to you. It's your choice how important a role the price will, play in your buying decision. We may mention the price in the text of the review (in fact, we usually dol, and maybe point out that even some below-average games offer enough interesting features to justify droping a 10-spot. But the score will, reflect the fundamental, unal terable quality of the game itself—that which does not change along with the price—and what you do with that knowledge is entirely up to you, as it is with any of our advice.

Comments? Let us know at opm@ziffdavis.com
Joe Rybicki

### MEET THE CRITICS



#### JOHN DAVISON

Having spent the last s.x months "caretaking" sister magazine Electronic Gaming Monthly" on the side," John s pleased to now only be running the one magazine again

FAVORITE GENRES: Racing, Action, Adventure CURRENT FAVORITES: Dark Cloud, Rumble Rading CAN'T WAIT FOR: MGS2, Ico, GT3, Final Fantasy X



#### JOE RYBICKI

Defender of the Crown has left Joe feeling nostatgic this month, causing him to remi insce about his PC gaming days of old and the likelihood of being eaten by a Grue

FAVORITE GENRES: Adventure, Puzzle, RPG CURRENT FAVORITES: Rumble Racing, Burning Airlines CAN'T WAIT FOR: Dark Ctoud, MGS2, Defender of the Crown, too



#### **GARY STEINMAN**

After growing a healthy goalee, Garly has developed the disturbing habit of continually stroking his face, tugging on his lush, lovey beard. And you thought he was creepy before

FAVORITE GENRES: RPG Adventure, Action CURRENT FAVORITES: Dark Cloud, Top Shop CAN'T WAIT FOR: Final Fantasy Chronicles, FPX, more Dark Cloud



#### **CHRIS BAKER**

Looking to replace the missing staff copy of Resident Evil 2, C-Bake threat to purchase it land was promptly carded for buying an M-rated game. Does he reatly look 1671 C'mon. That was a third of his life ago-

FAVORITE GENRES: Act on, RPG Adventure, Sports CURRENT FAVORITES: Top Shop CAN'T WAIT FOR: Spider Man 2, NCAA Football 2002, Saiyuki



**Reviews Editor** 

#### TODD ZUNIGA

Strange things are happening First, Todd debuted on McSweeneys net if he, fine But now it appears that he like-likes a girl. Sounds crazy, but unplanned treks to lowa City can rearrange everything

FAVORITE GENRES: Sports, Extreme Sports, Literary Humor CURRENT FAVORITES: Top Shop Mat Hollman's BMX. High Heat CAN'T WAIT FOR: NBA Street



SAM KENNEDY

Once again, Sam spent way more money than he should have while he was in Japan. However, that didn't stop him from plunking down the cash for a new car 'Watch out San Francisco, here he comes

FAVORITE GENRES: Action, RPG CURRENT FAVORITES: Twisted Metal Black, Devil May Cry CAN'T WAIT FOR: vco, FFX, FF Chronicles, Castlevania, MGS2

















Army Men: Green Roque Publisher 200

Developer 300 Web Site www.3do.com

Though 3DO is taking somewhat of a departure from the Army Men norm with this scro,, no shooter, there wasn't enough to hold my attention for very long, much less make me want to come back and play it again Picture a game like Ikari

Warriors or Heavy Barrel in 3D and you've got a pretty fair idea of what Green Roque is like You dodge back and forth as the landscape slides inexorably toward you, controlling position with the left analog stick and aiming with the right. I like the controt scheme. Heck, I even tike the character (a faceless killing machine made from the "essence" of Sarge and all his heroes, all mixed together! So why don't! like this game?

Well, for starters, the pace of the game is slow enough to serve as a cure for insomnia Part of this is due to the inexpl cably slugg shispeed at which hullets seem to move in the Army Men world (it's that way in all the games for some reason). This delay between trigger and target made me avoid all the supposedly more powerful weapons, since the slower fir ng rate made it all but impossible to bit the target. That's just silly. Add bland, underpopulated environments and weirdly inaccurate collision detection and you've got a game that proves boring for shooter veterans and frustrating for newcomers. No thanks

Final Score Joe Rybicki



#### Army Men: Sarge's Heroes 2 Publisher 3DO

Developer 3D0 Web Site www.3do.com

I'm starting to feel like a broken record here. But until someone on the Army Men team wises up to the state of the franchise, 'm going to keep hitting this same groove.

One thing can put this series on the right track, QA, QA stands for Quality Assurance, and in the case of game developers it usually means a team of name testers. These are the guys who are responsible for making sure that a game is actually playable The developers of Army Men, partic ularly the World War and Sarge's Heroes series, need to take the time they currently spend on QA and douhle it At least. Recause in shite of some great new additions to this PS2 version of Sarge's Heroes, the game s fundamentally frustrating. And I don't mean "aw, crap" frustrating, I'm talking about throw-your-damncontroller-clean-through-a-slabof-drywall frustrating

The graphics are so pretty in this version, and the levels look so intriguing (most especially the oversized "real world" areas), that stupid. cheap artificial-difficulty tricks

Lke causing enemies to material ze out of thin air right behind you-and overlooked glitches-like the fact that your "lock-on" target often just doesn't feet I ke locking on [or will nexo; cably disappearl—are almost crimina.. It's a damned shame; I was really looking forward to this one

Final Score • • 4 Joe Rybicki

Players: 1-2 Memory Card: 74 KB

#### **ESPN NHL Hockey Night**

ESPN NHL Hockey Night

0 171 04 : 26 PWR PLAY

Publisher Konam Developer Konam of Europe Web Site www.konam.com A part of me wants to write this entire review and never mention the name tself. Maybe I could wander into near-nockey topics along the way by speaking about ice or about Toronto or even mention no ESPN in passing

But otherwise, the weather would make for a nice series of sentences or maybe origami. I only take this stance because it seems that the makers of Hockey Night haven't concerned themselves with the NHL since the name's rosters were finalized at the beginning of the season-eight months ago! If you're going to make a game out-of-season, f you're going to make us wait, at least have the common courtesy to update the rosters. I don't know if other hockey fans find this important, but I certainly do. Oh, and rumor has it that Mar o Jem eux came back. Yes, that's right, arguably the second best player in hockey history makes a histor cal comeback and it isn't even a bup on Konami's radar And that was in December December!

Of course, 'm going to talk about the game because it's my job. The way its Konami's job to pay attention to rosters (someth no the recently released FaceOff wisely d d) I'll also talk specifically about the game because I don t want anyone making the mistake of buying this travesty over the other PS2 hockey possibilities by EA and 989

The finest point of the game is the ESPNness of it. The front end is clean and sharp, the announcing, done by the insightfu. Gary Thorne and wel.versed Steve Lew, would be excellent if the developers could get their voices to keep up with the game While half-heartedly playing an uninspired tilt with the Lem eux-less Penguins I marveled at the way players could skate so slowly and stiffly. While backing into my zone. my defensive players' bod es were completely quiet. The controls are unresponsive, as well, which is like some kind of beautifully painful trifecta Bad control, bad gameplay, bad rosters. Trying to get off a guick shot? Forget it. Want to make a stellar pass? You'd have to be patient Why buy this game? Unless you collect all things ESPN-and that's just weird, even from my sportscentric nerspective-there's not one reason Final Score • 4 Todd Zupiga

#### Players: 1-4 Memory Card: 410 KB

#### MDK2 Armageddon

Publisher Interpray Developer D gital Mayhem Web Site www.interp.ay.com According to the back of the MDK2 packaging, a competing magazine deems this game worthy of a score of 98 percent and the comment "a mustbuy" It's certainly a pleasurable experience, but there's a lot more than 2 percent wrong with it in my opinion.

Based on the sequel to the 'kinda popular but not really" original that scored respectably well on the Dreamçast .ast year, the PS2 version is not quite what you'd expect. As a port of a game from another system, it's disappointing, Graphically it is arguably somewhat inferior to its Sega-powered brethren, which begs the obvious question "what the f%@#?" It's not particularly smooth and it suffers from some occasional

glitches that make you wonder if the PS2 is actually struggling to keep everything going Aesthetics aside though, funda-

mentally the MDK series inspires a genuine love-or-hate thing with most gamers. Its quirky mix of dark imagery and almost slapstick humor potarizes opinions to the point that you'll either consider it a novel diver sion from the usual po-faced fare, or a feeble attempt at humor that isn't funny; just stupid Personally I like the whole vibe, and while my ass didn't actually fall off with laughter. I did occasionally chuckle.

The sequel picks up where the last game left off, but this time the gameplay offers much more variety You don't just stealthic control the rubber-suited, phallically behelmed Kurt Hectic here, you also get to blast through levels as Max the sixlegged dog lput a gun in each paw and let rip) and solve object-based or spatial reasoning puzzles with Dr. Fluke Hawkins. The switching of characters keeps the pace of the game moving along nicely, and each protagonist faces foes in his own unique way. The boss fights come frequently and in increasing degrees of spectacle, with some big-ass bad guys to shoot at fairly regularly. I have to say, though, that sometimes, even with the difficulty on just a medium setting, things get just a little out of hand Still, it keeps things nteresting, and that's ultimately the best description of the game "interesting." It's not going to win any awards, but it is a bit different.

Final Score • • • • John Davison













**Publisher** EA Games Developer EA Games Web Site www ea com

I'll admit it. When I first loaded up Rumble Racing I wasn't terribiy impressed. The levels looked a bit simplistic, the car models had an oversimplified, plasticky sheen, and the controls seemed a bit undersensitive. Then I started advancing through the championship mode finding shortcuts, opening new tracks...and I'm hooked, I can't stop playing this game. I've beaten it, found every secret car, and a still can't stop. That says something about a game.

The real star here is the track design. You live or die by shortcuts, which forces some fairly rewarding explorat on (though more often than not you're led to the shortcuts by your opponents or the au-too-obvious glass barners borrowed from SSX). But as the game progresses and your opponents get wise to your shortcuts, you're also forced to develop your power-up skills

It's the trick system that makes all the difference in this sort-of sequel. Much ake the hang-time meter in Crash Team Racing, pulling off tricks rewards you with a brief turbo boost. In order to stay ahead of the pack you need to serve up a continuous stream of flips and rolls

This all adds up to an entertaining, white knuckled romp through a series of interesting environments Rumble Racing deserves a spot on the wish list of any arcade racing fan

Final Score . . . Joe Rybicki





Publisher Crave **Developer** Genki

Web Site www.cravegames.com swear that some people only like this particular series (it's actually the third game in the TXR series, the previous two blessing the Dreamcast) because it's a racing game with Japanese cars, exploiting a Japanese phenomenon, in Japan. The truly hardcore, as we've established before, adore all things Nipponese and no doubt what I m about to say will incense a certain degree of rage. What the hell, this has to be said. Ready? Tokyo Xtreme Racer Zero is boring. There, I said it Yes, t has 150 cars to choose from and 400 rivals to race against and z llions of parts and gizmos to mess around with, but the whole "streets of Tokyo at night" thing just doesn't push my buttons. The tracks, while apparently very realistic, feel claustrophobic, and the whole thing just doesn't come across as being as exciting as it should. You're challenging rivals at races through the streets, and it should be real edgeof-the-seat exciting stuff, but I always ended up longing for more

Graphically it's very solid, albeit a ttle on the shiny side, and it has some cool details in the environments, but it's not law-dropping by

any stretch of the imagination Gran Turismo 3 is out in June Save your cash for another month, i'm sure you'll thank me.

Final Score . 4 John Davison









# **Star Wars: Super Bombad Racing**

A wasted opportunity

Publisher Lucas Learning Developer Lucas Learning Web Site www.lucaslearning.com On dear Oh dear Oh dear, First it seemed like a really lame idea when we heard about it. And then, after some time getting used to it, it had the potential to be cool. But now that



it's finished and out there. I have to say that our initial reaction to the concept was right. Star Wars + karting concept - crap. It could've been fun, but it really lets itself down on so many counts

In terms of presentation it's pretty cute: super-deformed-looking Star Wars characters crammed into tiny versions of their vehicles, zooming around bright, colorful environments zapping garish weapons at each other How can you go wrong with that? Steal some ideas from Crash Team Racing and you d have a winner, surely? Well you'd think so, but Bombad falls flat on its face on just about every level

One of the most disturbing trends in game design at the moment is when we're told that something is being designed "for kids" or "for people who aren't hardcore." In the case of Bombad it's apparently for "kids of all ages " But what does this mean? At what point did someone decide that "kids" are more forgiving of dull gameplay and graphical glitches than the rest of us? Do they not mind that the controls are way too loose and that on occas on the character you're controlling w ., apparently tear his way through the walls of the environment? Do they not mind that the weapons don't appear to have been balanced when it comes to their impact on the game? Are they more tolerant of stuff that's just a real pain n the ass, ake weapons that grand you to a halt and make you wait for a couple of seconds? No . I don't think so And the list goes on.

After working through the game and jott no down notes on it, here are some excerpts from my notebook of

doom. "Feets like you're controlling a rocket-powered feather," "Characters spout irrelevant s\*\*\* all the time and the voices sound like bad impersonations.. especially Ob.-Wan Apparently I was getting pretty angry at one point as the handwriting got real scratchy when I noted 'Did they remember that this was Star Wars? What's up with the weapons??!?!?" which was doubtless a react on to the proliferation of big pink or green glowing basis that you excrete from time to time, or to the pink Jahtning that shoots out of your characters

One of my major complaints deals with something that I thought may get better once you ve played the game quite a bit, and that is the fact that on some of the tracks it's almost impossible to see where it is







that you're supposed to be going was wrong Yes, it offers multiple routes through the environments and yes there are arrows pointing you in the right direction, but in a game full of big, pink, neon, obnoxrous-looking effects, the one place where it might actually be useful is the one place you don't really get it I don't think you should really be required to double-check the map to make sure you're going the right way in a game like this. Maybe that's just me, but I'm of the opinion it should be more frickin' abvious. Often you'll be cruising through a tightly controlled area, and then you ll be belched out into a big open environment with multiple exits. Some of them are the right way. some of them aren't Thanks to the double whammy of the lack of appropriate direction and the wafty, aghter than air controls, you'll find yourse.f going from first to last place in the blink of an eye.

While we're still on the subject of the tracks, let me briefly mention some of the environmental hazards-the "cute" little things that are out of your control and just happen when you whiz through the appropriate area. Better vet, let me provide you with a sound bite indicative of my usual response. AAAARRRGGGH Lawas with shrink rays (another well-known Star Wars weapon, don't you remember that bit in Jedi where Jimbo the Jawa zapped Chewie



with the shrink ray? No? are not





they aren't anything other than really, really annoying. Maybe you can avoid them, maybe you can't hut after I bit me every lan didn't care, I never wanted to see the track they inhabited ever, ever

Is it all bad? No it isn't. The music's nice. Hearing the Imperial. March played by what sounds like the Bugs Bunny orchestra is amusing as hell, and it sits nicely with the generally slick style of the game. There are a lot of tracks too, so I you can curb your temper and play through them all, it does offer plenty to keep you occupied. There are some neat little movie-inspired touches from time to time too



Aside from the basic races there are challenges to try, and then of course there's the multiplayer stuff for up to four infinitely tolerant people Race in sput-screen mode (which gets quite clunky), or bundle nto a vaquely Demolition-esque Arena area where you're just out to zap each other

At the end of the day, I can't help wondering that if maybe the game had been worked on for a bit longer a lot of the problems could ve been fixed. The Star Wars ness makes me want to be forgiving, but ultimately I just can't be What a terrible, terrible shame Final Score John Davison





## Triple Play Baseball

Publisher FA Sports Developer EA Sports Web Site www.easnorts.com "Dear EA Sports.

You're kidding me, right? I mean, the package says the word Baseball right there. Right there on the cover t's capitalized and spelled correctly So, where's the baseball, exactly? appreciate the batting practice with felders That's an ce touch Im a sucker for extras But don't apprec ate that every time I click on Exhibition I get the same batting practice with fielders every time. What? It's not a glitch? That's the Exhibition mode? Oh, my bad i'll quit playing now

Sincerely. Todd Zun ga, baseball fan"

Above is my unsent letter to EA Why unsent? Because the deaf ears attached to the brains of the Triple Play team payen t heard the pleas to make their game remotely paseballesque There have been minor improvements outside of graphics. but if you love baseball for if you're above the age of 10 or have respect for your gaming skills) stay far, fargalaxies far-away from this miser-

I tried and tried to play through an entire game of TPB, It took me seven tries before a finally made it nine innings. Maybe it was because my starting pitcher, Pedro Martinez without a doubt considered the best hurler in baseball-couldn't get through three innings without giving up at least two home runs. This is the same quy who is so dominating, so efficient and (ethal on the mound. more than three runs in an entire game makes teams feel like they've won the lottery But not with Triple Play Since it's not really baseball.

You can make the argument that it's arcade paseball. But what's challenging in hitting home runs with every other hitter? How is that arcadey? Pitching should be fun Isn't it "arcadev" to strike out five guys in a row? What makes it more arcadev to have 18-13 games nearly every time? That's no arcade I want admission to

Moving on, the graphics look great as far as the stadiums, but the players are squatty and fat, No faces look right. Fielding is laughable, pitching is only fun if you throw below 70 mph (no kidd ng), and hitting a home run doesn t even feel good since anyone can do it. I hate this game You will too

Final Score Todd Zuniga

Players: 1-2 Memory Card: 276 KB



Send us more today!

"Animucho"

READER REVIEWS

This month we include

the asked-for review halkus.

Haven't played the game. although it looks really sweet. Bad-ass could work, too.

Lucas "Boots" Sutphen jovial-spoon@excite.com

They're both great games, but EE9 chould heat CC Gary Steinman's right.

John Borevko iborevko@intrex.net

> Driver 2 is crap. Slowdown, bugs, difficulty take out all the fun.

John Borevko jboreyko@intrex.net

OPM knows best. Never question their reviews. or they'll kick your ass!

cvbersk8er2000@iuno.com











Publisher Sony CEA Developer Argonaut

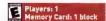
Web Site www.playstation.com if I had a magic carpet, I doubt I'd be racing it at ful. speed through a crumbling castle, careening wildly, barreling into falling columns and hanging overpasses all for no reason. With no one on my tail and no real rush, I'd slow it down, avoiding all those spine shattering collisions

But, atas, I don't have my own enchanted shaq, so instead I'm stuck playing out this excruciating level in Aladdin. Even worse, I keep respawning after a continue point that puts me smack-dab in front of an almost unavoidable post, whacking about half of my life bar in one hit

That's just one of many problems with Aladdin Sure, it's derivativeyour basic run-and-jump fare, fortified with moving platforms, swinging vines, stock enemies, awkward combat and workaday puzzles But the

real disappointment comes from the worky control and slipshod graphics Though the game is easy (it's aimed at kids), it's despa ringly difficult to stomach the unnaturally slippery platforms or cheap leaps to death thanks to the jumpy camera and unresponsive control. And when you factor in the boxy graphics, unex pla nable slowdown, copious pop-up, poor sight distance, and cutscenes

that actually look worse than the gameplay, i's enough to make you want to hop onto a magic carpet and fly far, far away from this one Final Score .



**Gary Steinman** 

#### Army Men World War: Final Front

Publisher 3D0 Developer 3DC

Web Site www 3do com Good lord, is this getting old. Look, the World War games actually have a

ot of potential. They could actually be ready entertaining, really challenging and really unique. Instead, they're really annoying-and Final Front is no exception I'm not sure if the subtitle indicates that this is to be the last game

in the World War series. If so, i'm actually kind of disappointed Sure, the World War games are awful-but they have so much potential that it's doubly frustrating to see it go unrealized These are easily the most realistic depictions of combat in the Army Men franchise. You re forced to make every move with utmost care, relying heavily on your ability to duck and roll, and pop out from behind cover to lay a lead sandwich on the opposition. And the generous inclusion of vehicles-plus the selection of international locales-makes for some good variety

Unfortunately, it still appears that no one actually plays these games before they're released Controls are horrendous, difficulty levess are ridiculously uneven, praphics and framerate are terrifying. On the whole, the game is (still) glitchy, buggy and unpolished I've said it before and I'll say it again- if they would put in twice the development time-and make half the games World War could be a hit Final Score Joe Rybicki









## The Simpsons Wrestling

"Worst, Game, Ever."

Publisher Activision Developer Bin And

Web Site www activision com Remember that enisode of The Simpsons when Sideshow Bob framed Krustv the Clown, only to have Bart come to Krusty's aid and set things straight? Or when Mr. Burns fenagled major leaguers to join the company softbal, team? Man, those were some good times

Forgive the reminiscing, but I just had to remind myself of something -that I actually do like the Simpsons Because, after playing The Simpsons Wrestling for a while, it's an easy thing to forget

At first, things don't seem so bad. If you can get past the game's



ridiculous, plotless premise-that the citizens of Springfield are all out to ruthlessly hurt one another in wrestling" matches (I'm sorry, but Marge versus Lisa is just wrong), more accurately described as "fights"-then the cel-shaded brawlers lwho really do look nice and cartoonyl might impress you with their wacky, true-to-character moves and funny sayings. For example, Barney can burp out a



cloud of hazardous beer, Professor Frink shoots at you with his Death Ray ["evil applications" and all), and the former boxer Mae can even deliver a nice flurry of punches fol lowed by an uppercut. Each wrestler" also speaks a respectable wealth of phrases, most notably in the form of opponent-specific taunts uttered before a match begins. (I'm gonna use my two fists to explain the concept of 'punch drunk' to ya, says Moe prior to taking on Barney.)

But then there's the gamepiay. The horrible, horrible gameplay In one-player mode, after you ve selected one of the eight in trally playable characters lunlock as many as five more), you Il likely plow through the first few opponents with great ease by mostly just punching and kicking. But then, all of a sudden, adversaries like Smithers and Flanders come along. And they're next to impossible

On, it's not all entirely a matter of them being tough themselves (though that certainly has something to do with it). Other things seem to factor in as well, such as the zooming in of the camera. When you're close up, there's absolutely no way



to see the nuclear bomb headed your way from Mr Burns, in Smithers' corner And just try dodging Flanders totally random Wrath of Gnd attack<sup>3</sup>

The game improves sughtly as a two-player engagement. After all, no one ready has an advantage since luckily timed button-mashing encompasses 90 percent of any sort of strategy involved It all makes for a game where nexper enced players stand a somewhat equal chance

I'm really stretching here, aren't 17 Just go watch some classics nstead

Final Score Chris Baker



















Publisher Agetec Developer At Games Web Site www.agetec.com With a seemingly never-ending flood

Boxing

of boxing games hitting store shelves, it's nice to find that the most simply named of them is actually a fun gaming experience. Boxing s a steady mix of Rock Em Sock Em Robots and the age-old Ring King from NES

The characters in the game are a bit goofy, but they show off enough personality to keep you charmed. Some people might not , ke the idea of squaring off against a big green dragon sporting boxing gloves (who am I to judge?), but most characters don't go too far over the top. And the boxing is a brand of old-school glovesmanship that is so simple a child could play Early on you'll club opponents into the ground and feel ke you're putting legitimate whoopns to people's backs des But later on you'll fal, victim to a nasty threepunch knockout if you get cocky So, if you don't learn the defensive end of things in the ring, you're asking for early exits

The collision is well done, the Career mode is a nice challenge, and the rounds are only 30 seconds long. making for a quick boxing fix

Sometimes t seems like games are too complex, or too advanced, or that they're simply trying too hard. This isn't the case with Boxing, and t's a better game because of it. For the budget price of \$10, you really can't go wrong

Final Score Todd Zuniga



#### Big Ol' Bass 2

Publisher Konami Developer Konami Web Site www konam com Like golf, fishing games occupy a rare space: When they're good, they bust through the boundaries of their limited genres, offering up relaxing vet oddly compelling diversions. Take Hot Shots Golf, for example-or, say, the ong nal F sherman's Bait, Even f you ve never nit the links or donned a pair of rubber waders, you can still have a grand time with these games

Bass 2, though, doesn't hit that high water mark. The other titles in this loose series (Fisherman's Balt FB2, Big O.' Bass) were based on an arcade game, and as such they had several elements that helped pep up a usually sleepy activity. Most notable was the timer. Catch more fish, add a few precious seconds to the clock Bass 2 retains that arcadey feel the fish are quite easy to catch-but

without the clock to work against there's not much incentive to keep casting And with no motivation. I quickly gets quite boring. The other big problem? Bass 2 actually tooks worse than its predecessors!

Str... the World Monster Fishing mode is a bizarre but short-lived treat, which has you travel the world trying to net fictional fish, some weighing as much as several tons! Throw in announcers who sound , ke they've dropped one too many tabs of acid no, make that hits on the crack pipe actualty, try crack and acid mixed together-and you've got a decent rental, but nothing more

Final Score • • 4 **Gary Steinman** 



#### Billiards

**Publisher** Ageted Developer D3 Publ sher Web Site www agetec.com This is the kind of game the \$10 line was created for. Simple, classic

gameplay that's small on frills but big on replay value. That's not to say this is a must-buy for all pool fans, though; a few deficiencies make for some necessary caveats

The Training mode, for example, s pretty poor Now. I know that most people have a basic idea of how to play pool, but an in-depth training mode tike the one found in Q-Ball for the PS2 is crucial to really getting into the game. Without it, the more advanced shots can prove impossible for the casual player Detailed explanations of how to perform jump snots and "masse" shots can really improve your game, and Billiards offers only the most basic lessons.

Other problems include the sometimes obtrusive placement of the shot meter and the comptimes incomprehensible opponent A (they'll occasionally pass on an easy shot to go for something more difficult, and miss)

But what's important in a pool game is the physics engine, and Billiards seems as solid in this department as any other. Your shots generally seem to go where you'd expect, and I didn't really notice any questionable moves the entire time I played Basically, even though the game itself is overwhelmingly average, the price makes it more attractive to the casual player Final Score • • 4

Joe Rybicki Players: 1-2 Memory Card: 1 block



Developer KD Web Site www.algames com These days, it's rare that any sort of PS one game comes along to totally take the office by storm. Certainly not a \$10 game. Certainly not one of

Agetec's A1 line, whose previous five reviewed titles averaged a whopping score of 1.8 out of 5. Enter Top Shop. To look at it, it's hard to see what

the fuss is about. After all, it's just a bunch of anime-inspired Poxémon wannabes walking around a mall managing shops, right? Fortunately. there's much more to it than that

Being a board game at its roots. Top Shop plays a good bit like Monopoly and probably wouldn't exist without such an inspirational classic But Top Shop takes the Monopoly formula and, believe it or not, actual-



Board Game: Top Shop



assets. To achieve this, you must land on vacant shops in the mall (the "board") and purchase them as you would B&O Railroad or Connecticut Avenue, When a player lands on your property, he or she

ly evolves it into a better game

attain a designated amount of

Here's how it works Your overall

objective is to be the first player to

must purchase at least one of the three tems per store, thereby increasing your assets closer to the goat and decreasing his or hers. "At least," I say? While you only have the power to purchase two items in one turn, if you manage to buy the last two in a store, you have the option if you have enough cash-to claim the snot as your own. In other words, you can lose your Noodle House or Comic Boy-and the value of its assets-when someone else lands on it. It al. leads to countless strategy possibilities. You can also increase the holding capacity of your store by cla ming an adjacent locat on to a property you own, and you'll want to restock an inventory whenever you land on friendly territory. Fill it up with expensive items and make some real money! And then promptly lose it all by drawing

or Community Chest. Even though playing through sinque-player Story mode provides enough fun on its own, the real enjoyment comes when multiplayer action kicks in. It's enough to easily make Top Shop the best \$10 game to come along yet. Final Score

an Event card-Top Shop's Chance

Chris Baker Players: 1-6 Memory Card: 2 blocks



But enough about us...

What do you think?

Do you think we were way off on one of our reviews

this month? Do you feel like

you noticed elements of the

name that we missed? Well

here's your chance to sound

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Remember, we're looking

for reviews of the games-

critiques of our own reviews

will be noted but not

considered for print

So there





# Burstrick **Burstrick Wake**

#### Boarding!! Publisher Natsume Developer Metro

Web Site www.natsume.com

The concept of this game is cool Do a plethora of dangerous tricks and collect Sonic the Hedgehoa type rings which both equate to points While collecting points you're racing the clock. If you don't get enough points, you'll have to start over Simple enough, Sounds fun. And for a couple of seconds it is. But after those couple of seconds you start to realize that your sweetest, hignestpoint tricks have nothing to do with your efforts. Then you ll recognize that none of your tricks have any-

thing to do with your abilities. To do a trick, all you have to do is quide your wakeboarder toward a ramp Then, you'll end up spinning off some crazy trick. The camera angle is nice, the trick looks good, but it has nothing to do with you.

As far as the way the game looks, I feel like I'm playing a 16-bit system. That wouldn't be all had if the flow of the game and the gameplay were excellent, but I've had less choppy experiences being dragged face-first along an avenue of gravel

The lack of a two-player mode is also a disappointment. Who wants to sit around wakeboarding all by themselves? I certainly don't. If could've dragged another OPMer over, maybe the choppiness would've heen easier to handle

This isn't a horrible game: it's just over-flawed. You've been warned Final Score Todd Zuniga







#### **Dragon Tales:** Dragon Seek Publisher NewKidCo

Developer Zed Two

Web Site www newk dco com While preschoolers will no doubt be thruled by Dragon Seek's frequent use of actual clips from the TV show. the nane difficulty leve, will no doubt bore all but the youngest of players

The extremely repetitive gameplay had our 4-year-old critic bored in record time, though she did plead with her pop to continue playing so she could watch the video clips. With the game priced at a fu., \$35, picking up actual videos of the show would surely be a wiser investment

Final Score • • **Bob and Keisev Conion** 





MTV Sports: T.J. Lavin's Ultimate BMX

#### Mary-Kate and Ashley: Winners Circle

Publisher Crub Accla m Developer Tantalus/Dualstan

Web Site www.clubacclaim.com Alas! The Olsen twins have finally returned to PS one-this time with a game worthy of the oh-so-coveted U.S. Equestr an Team's Top Pick 2001 award! With two gameplay modes, including a traditional three-event equestrian competition along with the more free-roaming Adventure mode, Winners Circle might have some tweenagers hot to trot. That is, if the frustrating controls don t make them want to watch their It Takes Two video instead

Final Score • • 4 Chris Baker





#### MTV Sports: T.J. Lavin's **Ultimate BMX**

Publisher THQ Developer Blue Shift Web Site www.tho.com

I want to like Ultimate BMX, I really do. Sure I don't know who T.J. Lavin. is We've never hung out or had a Peos, together Nor have : ever mastered any bike trick outside of pedalng. Yet, still. I'm searching for an X game to soak up some hours so ! can take a break from Tony Hawk 2 But Mr Lavin's game runs into one huge problem right off the bat I'm also reviewing Mat Hoffman's Pro BMX this month, and MHPBMX blows Lavin off the vert ramp

Even if Hoffman's game didn't ex.st, i'd stil, have a diff-cult time liking Lavin's pedal party. The game is a decent effort, but there are flaws aplenty that I can't overlook. My first complaint is a matter of taste. This is an MTV game, so shouldn't I l ke the music? I'm hip. I like good tunes, but this game doesn't pack nearly the same punch as Hoffman's superb. active soundtrack.

Music aside, the control is sketchy If I try to lean the slightest bit to the right it seems like my leg is caught in the gears. I turn so sharply and radically something must be amiss. It s also worth notno that the graphics become probematic because of some severely sloppy pop-up. Also, the goals aren t compelling. Nothing about the game jumps out and grabs me If you need to do some stunt biking in your free time, Hoffman's the obvious choice Final Score

Players: 1-2 Hemory Card, 1 block

Todd Zuniga













## **Mat Hoffman's** Pro BMX

#### Activision's next X flatters THPS

Publisher Activision Developer Runecraft Web Site www.activision.com Brace yourself for a flood of comparisons. With the release of Mat Hoffman's Pro BMX you'll hear people short changing a fantastic game because it seems like it's just Tony Hawk's Pro Skater on a bicycle, They'll maybe on on to say that it's a great game with plenty of sweet tricks and righteous an mations, but it's not gnarly enough. That you won't get enough air to do all the things you really want to do Some will say that if someone's going to make a game that so closely ident fies with THPS, then you should at



types of goals (two different point totals, a hidden item, vandalizing five use tems in an area, etc.) They'll say if you re going to have the same types of goals you should at least shoot for the kind of depth found in THPS' award-winning sequet (10 goals per level, not five) I know critcs will say these things, because I'm one of them

ve tried and tried to separate one from the other, but I can't suspend the fact that THPS exists

Wise people will respond to the aforement oned complaints by saying, "Yeah, fine THPS is right at the top of all-time great PS one games. If it ain't broken, imitate it. Even if that means on one of them fancy b:cycles " And for the most part 1 was in agreement. Until I played through the entire name

Understand, before I start rolling, that I like MHPBMX, It's fun: people should run to the store and buy it i's receiving a good score because it's a blast and it lures me back time and again, challenging me to master all of its crooks and angles.

Also, before I get started, understand that THPS led me to buy a skateboard and led to my looking publicly fooush A game, a game! convinced me to try skating on Chicago streets around my apartment. Skateboarding holds a fascinating romance, bicycling doesn't

Moving onto specifics, the control-no surprise-is near-perfect The THPS engine is lauded (and copied) for good reason. If you played Dave Mirra Freestyle BMX you know how frustrating a bike can handle. But there are no handling issues here. You'll never lose track of your biker, even while freewheeling 25 feet high. Strangely, though, the buttons aren't as responsive as they should be You't, have to be deaberate to get the trick you want. In a game where timing is everything, it's irksome when a missed trick turns into a 720 Bunnyhop.

Graphically, the bikers look fan-





tastic. They're present: their clothing for lack thereof in Nastazio's case shows off a .ot of indiv.duality. The tricks are dynamic and carefully animated The environments are vast and nicely drawn, though the popup is a bit frustrating at times.

The music gets the bighest marks from me. I m guessing pixers suggested these tunes over some corporate know nothing. Forget popmusic, this game captures the raw energy of risking a Barspin at the conclusion of a 540 Superman

This game is great, I suggest you buy it. But don't expect THPS3. It's just not in the same class Final Score • • • •



Todd Zupina

#### Sabrina, the Teenage Witch: A Twitch in Time!

Publisher Knowledge Adventure Developer Asylum Entertainment Web Site knowledgeadventure.com What follows is a log of my 19 minutes with Sabrina A Twitch in Time! 4:45 p.m. I boot up the game with cautious optimism, hoping for something that might satisfy the show's young female audience, at least After all, the two shots on the back of the game look quite impressive 4:48 p.m. After viewing a quality opening CG sequence |featuring the actual voice actor for Salem the cat. but a substitute for Sabrina. Mel ssa Joan Hart must have seen the crap in storel. I'm thinking it might be OK. 4:49 p.m. The gameplay begins with a stage selection screen, also known as the Cosmic Cog. My only company there an old wench who sells time. themed clothes that go along with the different eras I ll be visiting. Putting on these clothes gives me access to otherwise unreachable areas. And this is the best thing. about the game. Really 4:50 p.m. I fatt off the Cog before entering the first leve., I lose all fe 4:51 p.m. I enter the first level hoping for some quality third-person fighting action. That goesn't happen 4:53 p.m. I find that I can only make about one ump in 10. The atrocious framerate starts making me dizzy. 4:58 p.m. I complain about my dizz ness, Skeptical Gary Steinman enters my cube to play for himself 5:04 p.m. Gary collapses. "The spinning!" he cries I've had enough

Final Score Chris Baker

Players: 1 Memory Card: 1 block

#### Smurf Racer!

Publisher Infogrames Developer A2M

Web Site www.us.infogrames.com You've gotta love Smurf talk. You know, the way that little blue band of cartoon non-capitalists can make the word "smurf" mean anything. So on that note, I'll sum up Smurf Racer! for you in two words. It smurfs

Oh, things start out smurfy enough all right, with a smurfalicious intro featuring several Smurfs outsmurfing Gargamel's cat Azrael. as they smurf past him in their personalized Smurfmobiles. (It's actually smurf er than the an mat on on the old Saturday-morning cartoon ) But then you nit Start, and things start to smurf The first thing you'll notice is the actual character design of the Smurfs themselves: I know they're buse with big eyes and all, but when the smurf did they all become indigo cyclopes? Of course, you can only notice this when you're smurfing at them from certain angles, since most of the time during races all you It see are the rikarts and their nats. And is it really that smurfin' hard to smurf up someone who at least sounds like the original voice actors? The gamep.ay itself smurfs just like any other kart racer you've ever smurfed, with the only real nnovation being the necessary wind ups you have to pass through in a timely manner so that you don't smurf down temporar ly

At best, Smurf Racerl, smurfing at \$10, is a semi-decent first game for children. But otherwise, smurf it Final Score

Chris Baker









#### **Time Crisis: Project** Titan

Publisher Namco Developer Flying Tiger/Namco

Web Site www.namco.com As right! It's about time we get another gun game for the PS one. With the whole video game violence topic still fresh in a lot of minds, many companies have refrained from releasing any more games in this once staple genre for the industry. Kudos to Namco for keeping 'em coming, and if you're like me and need a good shooter fix every once in a white. Time Crisis Project Titan will likely be a welcome addition to your library That's not to say it's an exceptional game by any means in fact, it's merely competent in my humble opinion. But it is a new gun shooten

and that alone warrants attention Project Titan follows in line with the rest of the Time Crisis series in that you're required to not only blast away enemies, but use the action button to reload and duck behind objects for cover This gameplay element is what has always kept the Crisis series so tens on filled and exciting, and it's executed well in Project Titan. In order to play the game, you need to use Namco's special GunCon peripheral, which fea tures added accuracy and the extra action buttons on it

Another aspect of the Crisis series that isn't so well-represented in Project Titan, though, is the pacing The games keep you timed, which can usually build a lot of suspense and tension, but in Project Titan, things just seem off It's not bad by any means, but those of you who are already fam liar with Time Crisis 1 on the PS one may end up feeling a little underwhelmed-or outright bored





#### **Tom Clancy's Rainbow** Six: Roque Spear

Publisher Red Storm Entertainment Developer Saffire Web Site www.redstorm.com

Oh here we go, another PC game that's been squeezed onto the PS one and in the process has lost a good majority of its appeal. Like so many other PC ports, it just doesn't work-everything just ends up being ugly, choppy and confusing

But not to get on Red Storm's case too much, I will agmit that for fans of squad based combat games. this is one of the best out there. Not only does it serve up a good deal of action while you execute missions. but there is so much that goes into the planning and customization of these assignments, it can be quite thrilling to come up with new plans of attack and then carry them out

The main problem I had with the game, though, was in the area of graphics. Not only was it a pain to try to figure out what was what when I toyed with my battle tactics, but trying to play them out in the actual missions gave me a headache While the characters and backgrounds are nicely detailed, the damn framerate irked me greatly

And I don't really quite under stand the music in the game. The score is superb, but it's plain awkward to have one track cut to another midway through Also, these cuts would often make popping sounds too-, ke when a CD sk ps Ouch

if the squad compat stuff interests you, maybe try renting this one Final Score • • 4 Sam Kennedy



#### PS2 Review Archive

Game names in green indicate a Greatest Hits title, Ratings in red indicate a five-disc score.

Game	000.0		
4×4 EV0	GOD Games	****	
The Adventures of Cookie & Cream	Agetec	1000	
Aqua Aqua	300	••	
All-Star Baseball 2002	Acclaim	****	
Armered Core 2	Agetec	***	
Army Men Air Attack	300	****	
ATV Offroad Fury	Sony CEA	****	
The Bouncer	Square EA	***	
Dead or Alive 2: Hardcore	Tecmo	******	
Disney's Bonald Duck: Goin' Quackers	Ubi Soft	9991	
Briving Emotion Type-S	Square EA	991	
Dynasty Warriors 2	Koei	****	
Eternal Ring	Agetec		
ESPN International Track & Field	Konami	***	
ESPN MLS ExtraTime	Konami		
ESPN NBA 2Night	Konami		
ESPN Winter X Games Snowboarding	Konami	***	
Evergrace	Agetec		
F1 Championship	Ubi Soft	****	
	EA Sports	001	
F1 Championship Season 2000 Fantavision	Sony CEA	****	
		80001	
FIFA 2001 Major League Soccer	EA Sports	00001	
Gradius III and IV	Konami	884	
Gungriffon Blaze	Working Designs		
High Heat MLB 2002	300	****	
Kengo: Master of Bushido	Crave	***	
Kessen	EA Games	***	
Knockout Kings 2001	EA Sports	****	
Madden NFL 2001	EA Sports	*****	
Midnight Club	Rockstar	****	
Moto GP	Hamco	****	
HASCAR 2001	EA Sports	900	
NBA Hoopz	Midway	***	
NBA Live 2001	EA Sports		
NBA ShootOut 2001	Sony CEA	881	
NCAA Final Four 2001	Sony CEA		
HCAA GameBreaker 2001	Sony CEA	81	
MFL GameDay 2001	Sony CEA		
NHL FaceOff 2001	989 Sports	0001	
NHL 2001	EA Sports	****	
	Rockstar	*1	
Oni		****	
Onimusha: Warlords	Capcom	***	
Orphen: Scion of Sorcery	Activision		
Q-Ball Billiards Master	Take 2	9991	
Quake III Revolution	EA Games	*****	
Rayman 2 Revolution	Ubi Soft	00000	
RC Revenge Pro	Acclaim		
Ready 2 Rumble Boxing Round 2	Midway	****	
Real Pool	Imfogrames	0001	
Ridge Racer V	Namco	00001	
Ring of Red	Konami		
Shadow of Destiny	Konami	0001	
Silent Scope	Konami	***	
Silpheed: The Lost Planet	Working Designs	991	
Sky Odyssey	Activision	***	
Smuggler's Run	Rockstar	00001	
SSX	EA Sports BIG	00000	
Star Wars: Starfighter	LucasArts	*****	
Street Fighter EX 3	Capcom	00001	
Summoner	THO	***	
Summoner Super Bust-A-Move	Acclaim	***	
Surfing H30	Rockstar	••	
Swing Away Gelf	EA Games	•••	
Teldten Tag Tournament	Namco	88881	
Theme Park Roller Coaster	Bullfrog	****	
Tiger Woods PGA Tour	EA Sports	***	
TimeSplitters	Eldos Int.	00000	
Top Gear Bare Devil	Kemco	****	
Unison	Tecmo	****	
Unreal Tournament	Infogrames	001	
Warriors of Might & Magle	300	991	
Wild Wild Racing	Interplay	***	
Winback	Koei		
World Destruction League: Thunder Tanks	300	***	
		0001	
X Squad	FA Games		

#### - Davidson Acalelon

L2 OHE KEALEM WICH	IIIAG		
007 Racing	EA Games	***	
3Xtreme	989 Studies	•	
40 Winks	GT Interactive	****	
102 Dalmatians: Puppies to the Rescue	Eidos	0001	
A Bun's Life	Sony CEA		

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interesting as the other Crisis games The game's background mus cal score is nice, but at times felt it was a title slow paced A., n al., Project I tan comes off

as a worthy attempt from the U.S. side of Namco to offer a new update in the Crisis series for shooterstarved PS one owners And you can t really fault them for that

Final Score • • • Sam Kennedy







		-									_				-
Ace Combat 2	Namco	*****		Centipede	Hasbro Int.	•	22	Evil Dead: Hail to the King	THQ		41	Invasion From Beyond	GT Interactive	••	19
Ace Combat 3: Electrosphere Action Bass	Mamen Take Two.	***	37	Championship Bass Championship Motocross	EA Sports	****	33	Evil Zone Expendable	Titus Infogrames	***	25	Iron Soldier 3 Irritation Stick	Vatical	****	
Action Man: Operation Extreme	Hasbro	***	41	Featuring Ricky Carmichael	THQ	9001	25	Expendable FI 2000		81	34 33		Jaleco Konami	***	18
Action Man. Operation Extreme	Crystal Dynamics		18	Championship Motocross 2001	1114	••••	2.0	F1 Championship Season	EA Sports EA Sports	****	40	ISS Pro Evolution Jackie Chan Stuntmaster	Konansi Midway	****	4 35 30
Alexi Lalas International Soccer			23	Featuring Ricky Carmichael	THQ		41	F1 Racing Championship	Ubi Soft	001	39	Jade Cocoon	Drawe	0001	23
Alien Resurrection	Fox Interactive		38	Championship Surfer	Mattel Int.	***	41	Family Feud	Hashro Int.	***	39	Jarrett & LaBonte	M. GAE		В
Alundra	<b>Working Design</b>		4	Chessmaster II	Mindscape	0001	23	Family Game Pack	380	884	33	Stock Car Racing	Codemasters	****	38
Alundra 2	Activision		32	Chicken Run	Eidos	***	41	Fantastic Four	Acclaim		3	Jeopardy!	Hasbro Int.	****	
Animaniacs Ten Pin Alley	ASC		17	Chocobo Racing	Square EA	***	23	Fatal Fury: Wild Ambition	SNK	84	30	Jeopardy! 2	Hasbro Int.	****	29
Animorphs: Shattered Reality	Infogrames	801	37	Chocobo's Dungeon 2	Square EA	001	29	Fear Effect	Eidos		31	Jeremy McGrath Supercross 2000	Acclaim	-1	38
Ape Escape	Sony CEA	00000	22	Chrono Cross	Square EA		36	Fear Effect 2: Retro Helix	Eidos		43	Jersey Devil	Sony CEA		10
Apocalypse	Activision	***	16	Circuit Breakers Civilization II	Mindscape Activision	***	12 18	Felony 11-79	Ascii		1	let fit vio 2	Sony CEA	****	3
Arcade Party Pak	Midway	****	28	Clock Tower	Accivision	000	2	FIFA 98	EA Sports	1000	4	Jet Moto 3	989 Studios	0001	26
Arcade's Greatest Hits: Atarl Collection 2	Midway		7	Clock Tower II:	мэсн	•••	L	FIFA 99	EA Sports		17	Jimmy Johnson VR Football	Interplay	**	2
Arcade's Greatest Hits:	midway	•••	,	The Struggle Within	Agetec	981	28	F1FA 2000	EA Sports			Jojo's Bizarre Adventure Juggernaut	Capcom Jaleco	***	₹ 31 26
Midway Collection 2	Midway		4	Colin McRae Rally	Sony CEA	****	30	FIFA 2001 Major League Soccer	EA Sports	00000	39	Juggernaut K-1 Grand Prix	Jaleco	***	28
Armored Core	Sony CEA	1000	3	Colin McRae Rally 2	Codemasters		40	The Fifth Element	Activision	415	21	K-1 Grand Prix K-1 Revenue	Jaleco	884	18
Armored Core:				Colony Wars	Psygnosis			Fighter Maker	Agetec Eidos	***	3	Kagero: Deception II	Тесто	****	
Master of Arena	Agetec	••	31	Colony Wars: Red Sun	Psygnosis	****	31	Fighting Force 2	Fidos	**	29	Kartia	Atlus		
Armorines: Project S.W.A.R.M. Army Men 30	Acclaim 3D0	135	20	Colony Wars: Vengeance	Psygnosis	0001	14	Final Fantasy Anthology	Square EA	****	26	Kensei Sacred Fist	Konami	91	17
Army Men Air Attack 2	ND0	0001	39	Command & Conquer: Red Alert	Virgin	8881	4	Final Fantasy Tactics	Sony CEA	****	5	Killer Loop	Crave	***	27
Army Men: Sarge's Heroes	300	••	32	Contender	Sony CEA		17	fron Fritz / V	Sony CEA	00000		King of Fighters '99	Agetec		41
Army Men: Sarge's Heroes 2	300	901	40	Contender 2	diami	•	41	Even auntary V I	Square EA	00000		Klonoa	Nameo		• 6
urmy Men: Sarge's nerves 2 Turmy Men: World War	300	91	34	la d Bourdes 2	Sony CEA 989 Studios	****	3	Final Fantasy IX	Square EA	00000		Knockout Kings	EA Sports		16
Army Men World War:	300	••		Controles Controles 4	989 Studios	***	14	Fisherman's Bart	Konami		18	Knockout Kings	EA Sports		39
Land, Sea, Air	300	01	39	Cool Boarders 2001	989 Studios Sony CEA		27 39	Fisherman's Bait 2 Big Of Bass	Konami		27	Knockout Kings 2000	EA Sports	****	27
Arthur! Ready to Race	The Learning Co.		42	Countdown Vampires	Sony CEA Bandai	**	39	Flintstones Bedrock Bowling	SouthPeak	•	37	Konami Arcade Classics	Konami	864	23
Assault	Midway	***	15	Countdown Vampires Covert Ops: Nuclear Dawn	Bandai Activision		34	Ford Racing	Empire		44	Koudeika	Infogrames	***	35
Asteroids	Activision	9991	16	Crash Bandrou 1	Sony CEA	****	3	cretta 2	Psygnosis	****	15	Kurt Warner's Arena			
ATV: Quad Power Racing	Acclaim		39	Chase Randicont WARP, 9	Sony CEA	00000	15	Formula 1 '99	Psygnosis		28	Football Unleashed	Midway	***	34
Auto Destruct	Electronic Arts		6	Crash Bash	SCEA/Universal		39	Forsaken	Acclaim	****	10	The Land Before Time: Return to the Great Valley	Sound Source	801	39
Azure Dreams	Konami	***	10	Crime Killer	Interplay		12	Fox Sports Golf '99	Fox Interactive	••	11	Lonary of Kam Sout Persons	Eidos		
Backstreet Billiards	Ascli	0001	15	Critical Depth	GT Interactive	***	3	Fox Sports Soccer '99	Fox Interactive		11	The Legend of Dragoon	Sony CEA		
Bali Breakers	Take 2	****	36	Chac	Fox Interactive	****	1	Freestyle Boardin' '99	Capcom		18	Legend of Legaia	Sony CEA		19
Ballistic	Infogrames		27	Croc 2	Fox Interactive	***	22	Freestyle Motocross. McGrath vs. Pastrana	Acclaim		40	Legend of Mana	Square EA	991	35
Baseball 2000	Interplay	••	21	Crusaders of Might & Magic	100	***	30	McGrath vs. Pastrana	Hashro Int.		40	Lego Rock Raiders	Lego Media		37
Bass Landing	Agetec Bandai		26	CTR: Crash Team Racing	Sony CEA		26	Frogger 2: Swampy's Revenge	Hashro Int.		38	The Lion King:			
Bass Rise			28	CyberTiger	EA Sports	****	27	Front Mission 3	Square EA	****	31	Simba's Mighty Adventure	Paradox	*1	42
Batman & Robin	Acclaim	•	13	Dance Bance Revolution	Konami		42	Future Cop L.A.P.D.	Electronic Arts	***	13	The Little Mermaid II	THQ	****	
Batman Beyond: Return of the Joker	Ilbi Soft		39	Danger Girl	THQ	881	39	G-Police	Psygnosis	*****	3	Lode Runner	Hatsume	***	4
Rattletanx: Global Assault	300	84	31	Bark Omen	Electronic Arts		9	G-Police 2	Psygnosis		25	Looney Tunes Racing	Infogrames	991	39
Beast Wars	Hasbro Int.	84	5	BarkStalkers	Capcom		16	G Darius	THO	****	13	Top Cal Wash	Electronic Arts		2
Big Air	Accolade	91	20	Barkstone	Take 2 Int.		43	Galaga: Destination Earth	Hasbro Int.	001	39	Lunar: Silver Star Story Complete			1 22
Bio F.R.E.A.K.S.	Midway		10	Dave Mirra Freestyle BMX	Acclaim Max		38	Galerians	Crave	***	33	Lunar 2: Eternal Blue Complete	Working Design		
Black Bass with Blue Marlin	Hot-B		29	Dead in the Water	ASC	001	17	Gallop Racer	Тесто	881	28	Et at one fall of	EA Sports		
Histo	Activision	984	41	Dead or Alive	Tecmo	*****	8	Gauntlet Legends	Midway	881	32	Madden NFL 99	EA Sports		4 13
Blast Radius	Psygnosis		19	Deathtrap Dungeon Deception III: Dark Belusion	Eides	901	9	Gekido	Interplay	***	34	Madden NFL 2000	EA Sports	****	<b>25</b>
Blaster Master: Blasting Again	Sunsoft	***	38	Demolition Racer	Tecmo		31 26	Gex: Deep Cover Gecko	Eidos	8001	20	Madden NFL 2001	EA Sports		
Blasto	Sony CEA	****	8	Demontion Racer Destrega	Infogrames Koei		16	Gex: Enter the Gecko	Midway	****	7	Marvel SH vs. Street Fighter	Capcom		18
Bloody Roar	Sony CEA	0001	6	Destruction Derby Raw	Michean		39	Ghost in the Shell	THQ	****	4	Marvel Superheroes	Capcom	••	2
Bloody Roar 2	Sony CEA		21	Devil Dice	THO		13	Glover	Hasbre Int.		28	Marvel Vs. Capcom EX	Capcom	091	30
Bomberman Fantasy Race	Atlus	001	19	Diable	Electronic Arts		B	Gold and Glory				Mary-Kate and Ashley:			
Bomberman Party Edition	Vatical		38	Die Hard Trilogy: Viva Las Vegas	Fox Interactive	••	31	The Road to El Borado	Revolution	••	42	Magical Mystery Mail	Acclaim	8001	40
Somberman World	Atius		13	Digimon World	Bandai		36	Coan squistry	Sony CEA	00000		Mass Destruction	ASC	900	3
Soombots	SouthPeak		27	Dino Crisis	Capcom		25	Con Tarres a	Sony CEA		29	Maximum Force	Midway	94	2
Soltom of the 9th '97	Konami		1	Dino Crisis 2	Capcom		38	Grand Theft Auto	Take 2		10	MDK Mana Bi Hoppe	Playmates		3
lowling Brave Fencer Musashi	Agetec		43	Disney's Dinosaur	Ubi Soft		36	Grand Theft Auto 2	Rockstar	•	27	Medal Of Honor Underground	Electronic Arts	****	27
	Square EA		15	Donald Duck: Goin' Quackers	Ubi Soft		39	Grand Theft Auto: London 1969	Rockstar	001	22	Medal Of Honor Underground		****	14
Bravo Air Race Breakout	THQ Hasbro Int.	439	1	Downfrill Mountain Bike Racing	Activision		27	Grand Tour Racing '98 Grandia	Activision Sony CEA	****	26	MediEvil II	Sony CEA Sony CEA	0001	32
Sreath of Fire TTI	Capcom	8881	9	Dragon Valor	Namco		38	Granstream Saga	THO	•••	10	Mega Man Legends	Capcom	****	12
Breath of Fire IV	Сарсот		40	DragonBall GT	Bandai		4	The Grinch	Konami/Universa		39	Mega Man Legends 2	Capcom	9991	39
Brigandine	Atfus		15	Dragonseeds	Jaleco		15	Grand Session	Sony CEA	0000	34	Mega Man X4	Capcom		4
Broken Sword	THO	****	5	Joseph	GT Interactive		24	Grudue Warriors	Take 2	**	34	Mega Man X5	Capcom	0001	41
Broken Sword II	Crave		27	Driver 2	Infogrames	****	40	Guardian's Crusade	Activision	•••	19	Mega mon AS	Konami	0000	
Brunswick Circuit Pro Bowling	THO		13	Ducati World				Gundam Battle Assault	Bandai	•••	40	Metal Gear Solid VR Missions	Konami	****	
	THO		31	Championship Racing	Acclaim	884	41	HarriBall '99	Accolade	84	15	Metal Slug X	Agetec		
Bug Riders	GT Interactive		3	Duke Nukem: Land of the Babes	Infogrames		40	Harvest Moon, Back to Nature	Matsume		40	Micro Machines	Midway		• 5
Bugs Bunny Lost In Time	Infogrames		23	Duke Nukem: Time to Kill	GT Interactive		14	HBQ Boxing	Acclaim		41	Micro Maniacs	Codemasters		32
Bugs Bunny & Taz: Time Busters			41	Duke Hukem: Total Meltdown	GT Interactive SouthPeak	***	5	Heart of Darkness	Interplay		13	Mike Tyson Boxing	Codemasters		39
tuilder's Block	Jaleco		35	Dukes of Hazzard II:	SouthPeak	41	29	Hello Kitty's Cube Frenzy	NewKidCo	001	20	The Misadventures of Tron Bonne	Capcom	****	31
Jushido Blade 2	Square EA		14	Daisy Dukes it Out	SouthPeak	••	41	Herc's Adventures	LucasArts	***	2	Miss Spider's Tea Party	Simon & Schuste	eree	41
lust A Groove	989 Studios	****	16	Dune 2000			27	High Heat Baseball 2000	300		22	Mission: Impossible	Infogrames		28
lust A Groove 2	Enix		36	EA Sports Supercross	EA Sports		41	High Heat Major				Missile Command	Hasiro Interacti	ive	28
lust-A-Move 99	Acclaim	••	19	Eagle One: Harrier Attack	Infogrames		32	League Baseball 2002	3D0	****	43	MK Mythologies	Midway	***	3
ust-A-Move 4	Natsume		17	Echo Night	Agetec		23	Hogs of War	Infogrames	****	38	MLB 98	Sony CEA	***	1
luzz Lightyear of Star Command	Activision	981	39	ECW Anarchy Rulz	Acclaim		38	Hot Shots Golf	Sony CEA	****	7	MLB 99	Sony CEA	****	9
: The Contra Adventure	Konami		12	ECW Hardcore Revolution	Acclaim		30	Hot Shots Golf 2	Sony CEA		30	MLB 2000	989 Studios	****	
	Interplay		15	Ehrgeiz	Square EA		21	Hot Wheels Turbo Racing	Electronic Arts		25	MLB 2001	989 Studios	•••	33
aesar's Palace II	Interplay	4	41	Einhänder	Sony CEA		8	Hydro Thunder	Midway	••	31	MLBPA Bottom of the 9th '99	Konami	0001	12
aesar's Palace II aesar's Palace 2000							11	Incredible Crisis	Titus		38	Mobil 1: Rally Championship	Electronic Arts	***	32
laesar's Palace II laesar's Palace 2000 lardinal SYN	Sony CEA	***	9	Elemental Gearbolt	<b>Working Designs</b>										
aesar's Palace II Gaesar's Palace 2000 Gardinal SYN GART World Series	Sony CEA Sony CEA	0001	3	Elemental Gearbolt Eliminator	Psygnosis		20	Intelligent Qube	Sony CEA	•••	2	Monaco Grand Prix	Uhi Soft		21
Gaesar's Palace II Gaesar's Palace 2000 Cardinal SYN CART World Series Casper Friends Around the World	Sony CEA Sony CEA ISound Source	0001 01	3 41	Eliminator The Emperor's New Groove	Psygnosis SCEA	9001	40	Intellivision Classic Games	Activision	84	28	Monkey Hero	Take 2	***	18
Caesar's Palace II Caesar's Palace 2000 Cardinal SYN CART World Series Casper Friends Around the World Castlevana Sotil	Sony CEA Sony CEA	0001 01 00000	3	Eliminator	Psygnosis	00 0001 000									



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Game names in preva indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Came	Publisher	Score	Issue	Game	Publisher	Score	Essue
Monster Rancher 2	Тестю	****	26	Nightmare Creatures II	Konami	••	33	Samurai Shodown:				Tiny Tank	Sony CEA	100	16
Monster Rancher Battle Cand:	Teelile			Ninia: Shadow of Darkness	Fidos.	86	15	Warrior's Rage	SNK	91	36	Tiny Toons: The Great Beanstalk	NewKidCo		18
Episode II	Tecmo		36	Nuclear Strike	Electronic Arts	00001	3	Scrabble	Masbro Int.	984	28	TOCA 2			27
Monster Rancher Hop-A-Bout	Тестто		41	O.D.T.	Psygnosis	84	15	Sentinel Returns	Psygnosis		11	Tom and Jerry in House Trap	Eidos	001	41
Monster Seed	Sunsoft	981	20	Oddworld: Abe's Exoddus	GT Interactive			Shadow Madness	Crave	994	19	Ioma Roider 11	Eldos	*****	
Mort the Chicken	Crave	84	41	Mover of Alex Johnson	GT Interactive		1	Shadow Man	Acclaim	-1	27	Touth Raider (1)	Eldos		16
Mortal Kombat: Special Forces	Midway	84	36	One	ASC		4	Shadow Master	Psygnosis	****	5	Tomb Raider: Chronicles	Eidos		41
Alortal Kombat 1	Midway	0001	11	Pat to to Worse	Namco	*****	25	Shadow Tower	Agetec	128		Tomb Raider: The Last Revelation	Eidos		29
Moto Racer	Electronic Arts		3	Pandemonium! 2	Midway		3	Shanghai, Trize Valor	Sunsaft		20	Tomba!	Sony CEA		11
Moto Racer 2	<b>Electronic Arts</b>		14	PaRappa the Rapper	Sony CEA		2	Sheep	Empire Int.	***	41	Tomba! 2: The Evil Swine Return		****	29
Moto Racer World Your	Infogrames		40	Partivité Eve	Square EA	****	12	Shipwreckers	Psygnosis		3	Tomorrow Never Dies	Electronic Arts	****	28
Motorhead	Fox Interactive		14	Parasite Eve II	Square EA		37	Shooter Starfighter Sanvein	Agetec		43	Tonka Space Station	Hasbro	991	41
Mr. Domino	Acclarm		15	Persona 2: Eternal Punishment	Atlus	****	41	Silent Bomber	Bandai	****	30	Tony Hawk's Pro Shater	Activision		26
Mr. Driller	Namco		33	Peter Jacobsen's Golden Tee Golf	Infogrames	0001	41	2 8 286	Konamı	****	18	Tony Hawk's Pro Skater 2	Activision		38
Ms. Pac-Man Maze Madness	Nameo		38	PGA Your 98	EA Sports		3	Silhouette Mirage	Working Designs		29	Toonstein: Dare to Scare	Vatical		29
MTV Music Generator	Codemasters	****	28	Pitfall 3D	Activision		9	Sim Theme Park	Electronic Arts		33	Torneko: The Last Hope			40
MTV Sports. Pure Ride	THQ		39	Play With The Teletubbles	Knowledge Ad.		36	Skullmonkeys		****		Toy Story 2			28
MTV Sports. Skateboarding				Pocket Fighter	Capcom		11	Sled Storm	Electronic Arts		24	Toy Story Racer	Activision	***	44
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The Mummy	Konami		39	Point Blank 2	Mamco	0001	20	Smurfs Sno-Cross Chammonship Racing	Crave	86	37	Beast Wars Transmetals	Bam! Interactive		
Muppet Monster Adventure	Midway	****	39	Point Blank 3	Hamco	0001	44		Konami	84	24	Trap Gunner			13
Muppet Race Mania N20	Midway	****	11	Polaris SnoCross	Vatical	001	38	Soul of the Samurai South Park	Acclaim	61	27	Treasures of the Deep	Hamco	0000	1
	Fox Interactive Konami	**	6	Pong	Hasbro Int.		27	South Park Raily	Acclaim	81	29	Trick'N Snowboarder Triple Play 99		***	25
	EA Sports		3	Pool Hustler	Activision	****	15	South Park Chef's Luv Shack	Acclaim		28			00001	
NASCAR 98 NASCAR 99		****	14	Populous. The Beginning	Electronic Arts	91	21	Snowboarding	Agetec	**	43	Triple Play 2000 Triple Play 2001		00000	
	EA Sports	****	26	Porsche Challenge	Sony CEA	0001	1	Space Invaders	Activision	***	27	Triple Play Baseball		*****	
	EA Sports	200	38	Power Rangers	THO	-1	40	Space invaluers Spawn. The Eternal	Sony CEA		4	Turbo Prop Racing		***	11
	Hasbro Int.	2001	40	Lightspeed Rescue Power Soccer 2		***	5	Spec Ops	Take 2 Int.		34	Twesten Metal .11			16
NASCAR Rumble			31	Power Spike Pro Beach Volleyball	Psygnosis		41	Speed Punks	Sony CEA		32	Twisted Metal 1			28
NBA Fastbreak '98	Midway	001	4	Pov Pov	Konami	***	3	Speed Racer	Jaleco		8	Tyco RC: Assault With a Battery			38
NBA Honoz	Midway		43	Pro 18 World Tour Golf	Psygnosis	••	19	Speedball 2100	Empire	991	40	Ultimate 8-Rall			22
NBA In the Zone '98	Konami	001	7	Pro Pinball: Big Race USA	Empire Int.		37	Spider-Man	Activision			Ultimate Fighting Championship			40
NBA In the Zone '99	Konami	9991	19	Pro Pinball: Fantastic Journey	Empire Int.		37	Soin Jam	Take 2 Int.	et	38	Um Jammer Lammy			24
	Konami	001	28	Pro Pinhall: Timpshock!	Take 2		10	Sports Car GT			21	The Unholy War			14
	EA Sports			Psybadek	Psygnosis		15	Spyro: Year of the Dragon	Sony CEA			Uprising X			17
	EA Sports		16	Punky Skunk	Jaleco	***	6	Spyro 2; Ripto's Rage!	Sony CEA			Urban Chaos			33
NBA Live 2000	EA Sports		28	Puzzie Star Sweep	Agetec	4	43	Store the Drace	Sony CEA		13	Vagrant Story			33
	EA Sports		39	O*bert	Hashen Int.	996	28	Star Ocean: The 2nd Story	Sony CEA		22	Valkyrie Profile			36
	Sony CEA		8	Quake H	Activision		27	Star Trek: Invasion	Activision		37	Vamoire Hunter D			37
NBA ShootOut 2000	989 Studios		30	R-Type Delta	Agetec	00001	23	Star Wars. Episode I-				Vapark	Jaleco		32
NBA ShootOut 2001	989 Studios		39	R-Types	Ascil	8881	17	Jedi Power Battles	LucasArts	001	33	Vandal Hearts LI			27
NBA Showtime NBA on NBC	Midway		28	R4: Ridge Racer Type 4	Namco		20	Star Wars. Episode I—				Vanguard Bandits	Working Designs		33
	ESPN Digita		14	Railroad Tycoon II	Take 2		30	The Phantom Menace	LucasArts	***	25	Vanishing Point	Acclaim	9991	44
NCAA Final Four '99	989 Studios		18	Rainbow Six	Red Storm		27	Star Wars: Masters of Teräs Käsi	LucasArts	***	4	Vegas Games 2000	3D0		27
NCAA Final Four 2000	989 Studios		28	Rally Cross 2	989 Studios	****	15	Star Wars Demolition Steel Reign	LucasArts	1000	41	Vigila de 8	Activision		10
NCAA Final Four 2001	Sony CEA		40	Rampage	Midway	001	4		Sony CEA GT Interactive	004	15	Vigilante 8: Second Offense	Activision	***	29
NCAA Football 98	EA Sports		2	Rampage 2: Universal Tour	Midway		21	Streak			21	VR Baseball 99	Interplay	9991	11
NCAA Football 99	EA Sports			Rampage Through Time	Midway	-	36	Street Fighter Alpha 3	Capcom		4	VR Sports Powerboat Racing	Interplay	•	10
	EA Sports		25	Ray Tracers	THQ		5	Street Fighter Collection Street Fighter Collection 2	Capcom	***	16	Vs.	THQ		3
	EA Sports		36	RayCrisis	Spaz/W.D.		38	Street Fighter Collection 2 Street Fighter EX Plus Alpha	Capcom	****	2	Walt Disney's Jungle Book			
NCAA GameBreaker 98	Sony CEA	****	4	Rayman 2: The Great Escape	Ubi Soft		35	Street Fighter EX2 Plus	Capcom	***	33	Rhythm n' Groove	Ubi Soft	***	41
	989 Studios		15	Razor Freestyle Scooter	Crave		41	Street Fighter EAZ Plus		001	19	Walt Disney World Quest	Eidos		33
	989 Studios		25	RC de GO!	Acelaim		40	Street Sk8er 2		***	32	Magical Racing Tour WarGames: DefCon 1	MGM Interactive		12
	Sony CEA		37	RC Revenge	Acclaim		37	Strider 2	Cancom	****	34				27
	EA Sports	****	7	RC Stunt Copter	Titus		25	Striker Pro 2000	Infogrames		33	Warpath: Jurassic Park Warriors of Might and Magic		***	41
NCAA March Madness 99	EA Sports	***	18	Re-Volt	Acclaim		26	Strikers 1945	Auetec	***	44	Warriors or might and magic Warrone 2100			22
	EA Sports	****	29	Rea & 2 Ramble	Midway		27	Suikaden II	Konami	****	26	WCW Backstage Assault			40
	EA Sports	••	41		Midway	***	40	Superbike 2000	EA Sports	94	32	WCW Mayhem			26
	Jaleco	****	17	Red Asphalt	Interplay	94	3	SuperCross 2000	EA Sports	94	29	ACM tetro		001	5
	Electronic Arts Electronic Arts	****	8	Reer Fushing	Natsume	***	3	SuperCross Circuit	989 Studios	9991	28	WCW/nWa Thunder			17
	Electronic Arts	30001	20	Reel Fishing II	Natsume	**	34	Surf Riders	Ubi Soft	96	35	dubee at first, se			17
Need for Speed Porsche Unleashed	Electronic Arts		33	Sin Nit Evel 2 Reliations Evel 2 Data Sports	Capcom			Sydney 2000	Eidos		38	Wheel of Fortune 2			39
	Electronic Arts		3	Resident Eval 2 Dear Speck	Capcom	*****		September	989 Studios		18	Who Wants to Be a Millionaire			35
Need for Speed: V-Raily 2	Electronic Arts		28	Resident Eva Directo y Cut	Capcom	***	2	Syphon Filter 2	989 Studios	8004	31	Wild 9	Shiny/Interplay	1000	15
Newman/Haas Racing	Psygnosis		7	Resident Evil Survivor	Cancom	**	38	T'ai Fu	Activision	01	19	Wild Arms 2		****	33
	Hashro Int.		24		Attus	***	35	T.R.A.G.	Sunsoft		20	The Wild Thornberrys:			
	Midway		13	Rising Zan	Agetec	****	24	Tactics Ogre	Atlus	****	12	Animal Adv.		01	41
NFL Bitz 2000	Midway	****		Risk	Hasbro Int.	****	11	Tail Concerto	Attus	1000	26	WipeOut 3			26
	Midway	0001	38	Rival Schools	Capcom	****	14	Tales of Destiny	Namco	****	13	Woody Woodpecker Racing			40
	Sony CEA		1	Riven: The Sequel to Myst	Acclaim		6	Tozen	Sony CEA	0001	24	World Cup 98	EA Sports		10
	989 Studios	****	13	locat to sh 3D	Electronic Arts	***	11	Team Buddies	Midway	1000	38	World Destruction League: Thunder Tanks	3D0	439	
	<b>EA Sports</b>	••••	25	Road Rash: Jail Break	Electronic Arts		30	Team LOSI RC Racing	Fox Interactive	001	13	Thunder Tanks The World Is Not Enough			40
	989 Sports	001	37	Rock 'Em Sock 'Em Robots	Mattel Int.	***	41	Transmit a	Hamco	*****	9	Worms Armageddon			27
	989 Studios	••	11	Rogue Trip	GT Interactive		14	Ciclin	Activision	****	14	Wu-Tang Shaolin Style	Activision		28
	989 Studios	•1	24	Roll Away	Psygnosis	*****	13	Tenchu 2. Birth of the Stealth Assassins	Activision		37	WWF Attitude			24
	Infogrames		35	Rollcage	Psygnosis	1000	19	Tennis Arena	Ubi Soft	001	4	WWF SmackBown!			
NHL 99	EA Sports	80001	15	Rollcage Stage []	Psygnosis		31	I st Brost d	Accolade		3	WWF SmackBown! 2:			
	EA Sports	****	26	Romance of the 3 Kingdoms VI	Koei		30	Test Direct	Accolade	9001	15	Know Your Role	THQ		40
	EA Sports		38	RPG Maker	Agetec		35	Test Drive 6	Infogrames	0001	27	MWF War Zone			12
	Konami		28	Rugrats in Paris: The Movie	THQ	•••	41	Test Drive Le Mans	Infogrames		34	X Games Pro Boarder	<b>ESPN</b> Digital		14
	Acclaim	***	2	Runabout 2	HotB	•	36	Test Drive: Off Road 3	Infogrances		26	X-Files	Fox Interactive		28
	Fox Interactive Sonv CEA	***	27	Ranning Wild	989 Studios	**	14	Thousand Arms	Atlus	****	26	X-Men Children of the Atom			6
	989 Studios		14	Rushdown	Electronic Arts	••	19	Thrasher: Skate & Destroy	Rockstar	1000	29	X-Men: Mutant Academy			36
	989 Studios	****	26	SaGa Frontier	Sony CEA	****	8	Threads of Fate	Square EA		35	Xena: Warnor Princess			26
	Sony CEA	****		SaGa Frontier 2	Square EA	****	29	Thunder Force V	Working Designs		13	Xenogears			14
	Electronic Arts		30	Sammy Sosa High Heat Baseball 2001	300		32	Tiger Woods 99 PGA Tour Golf	EA Sports	****	16	You Don't Know Jack!	Berkeley System		
	Activision	****	3	Sammy Sosa Softball Slam	390	**	33	Tiger Woods PGA Tour 2001	EA Sports	9991	41	You Don't Know Jack! Mock 2	Sierra On-Line	••	40
			-	omming work overtaken orden	-30			Tigger's Honey Hunt	NewKid Co	****	41				

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# Getting the most out of your NASCAR

Choose Options, then cuck on Credits Next select Development. Once the movie concludes. enter these codes

Hold L2 and press Square Circle, Triangle, X

# John Andretti's Spare Car

Hold Rt, press: Square, Triangle, Square, Triangle

#### KC Monoxide

Hold L2 and press Square, circle, X, Dowan, Up. Right, Left

#### Shorty Leuna

Hold R2 and press- Square, Circle, X, Up, Down Left Right

#### Jocko Michaels

Hold L1 and press. Square, Triangle, Square, Circle Square, X

#### Treasure Island Track

Hold L2 and press. Square, Circle Square, Up Lp, Down, Jp, Left, Right, X

# Proving Grounds Track

Hold R1 and press Left, Circle, Up, Down Right, Right, Right

Chances of The Force actually showing up if you're having trouble beating a Starfighter mission: 0%. That's why we've dissected the toughest levels so you don't have to start talking in Yoda-speak to calm yourself. Next month we'll spoil the party with a long look at the best Starfighter unlockables.

Mission 2 is a little harder than the first, but not by much. Your job is to escort the Queen's ship through an asteroid field and protect it from incoming fighters.

# Objective 1 - Protect the Royal Starship

The first group of fighters to come after the Queen will be a group of Merc Daggers. After this, Morningstar fighters will appear. These fighters are a little more maneuverable and have a little better shielding than the Daggers, so watch out Once you take out the Morningstars, the hardest fighters so far come into play-the Dianogas You'll also be warned that you are close to the asteroids. You will have to watch yourself as you dogfight and chase the enemies-asteroids can take quite a bit of your shields away in one hit. If you are going after a gold medal, the best advice is to take out the Daggers with your missiles, then take out the Morningstars quickly with boost and the zoom. Use remaining missiles on the Dianogas or boost, zoom and laser them down

us Objective 1 - Royal Starship Takes No Huli Damage This is not an easy task. Remember, the objective is to keep the Queen's ship from taking hull damage. It can take quite a few hits on its shields before the fighters give it actual damage. Even so, it will take a lot of fighters before they get close to the Queen's ship.

Serms Objective 2 - Destroy all More Boggers in similar one minute This is perhaps one of the easiest medals to get in the game. There are about seven Daggers and they have low shielding. If you want to save missiles, take the first five with missiles and boost to destroy the last two.

Boms Objective 3 - Phys destroys all Merc D If you followed my advice with Objective 2 and savedhalf of your missiles, defeating the Dianogas will be as easy as the Daggers.



When you make your warp in, enemies will welcome you.



Daggers are not difficult. They take two or three hits at most



Morningstars are more powerful than Daggers, but not by much.

# 007 Racing

New Car in Two-Player Mode: On the title screen, where "Press Start" is flashing, quickly press L1, R1, Triangle, Circle, X. You will hear an evil taugh when this is entered correctly. From the main menu, choose Two-Player mode and your type of game On the car select screen, scroll left or right until vou see the Aston Martin Vantage. You may now use this car in the two-player mode!

All Courses: On the main menu screen. quickly press Right, Left, Right, Left, Circle, Square, Circ.e, Square Select any Freende

Mode to get the new courses

Race Against Mike Beallo: From the main menu, guickly press Square, Square, Square Square Square Square Circle. Circle Next finish first at the first track in World Tour Mode to race against him in the

Race Against Shaun Palmer: From the ma n menu, quickly press Square, Square, Square, Square, Square, Square, Square, Square Next, finish first at the first track in World Tour Mode to race against him in the neyl race

Race Against Ian Spiro: From the main menu, quickly press Souare, Souare,

Square, Square, Square, Circle, Square Next, finish first at the first track in World Tour Mode to race against him in the next rang

Race Against Nicola Thost: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Square, Circle Next, finish first at the first track in World Tour Mode to race against him in the next race

Race Against Ross Powers: From the main menu, guickly press Square, Square, Square, Square, Square, Circle, Square. Square, Next, finish first at the first track in World Tour Mode to race against him in the

# MICCION COURS

This is one mission where ordering your wingmen around will really help. You need to take out the big ships before they drop tanks, and to get a gold you will also have teliake out the Recovery Freighter.

# Mijective 1 - Protect Pirate Freighter during leading

You simply will not believe the crap going on in this level. There are dozens of tanks, Scarab fighters and a couple dropships ready to drop even more tanks in the area. It is imperative you destroy the dropships before they release their tanks or the mission will be over. Your wingmen will help if you ask them to. The tanks are set up all along the mouth of the river. You will need to take out almost all of them as well as a few fighters to protect the freighter while it's loading.

# Objective 2 - Escert Pirate Freighter

Once the freighter is loaded, it needs your support to get where it's going. More fighterity in, of course, and there are still many tanks. Eventually the freighter will get away, but be sure to take out anything close to its pre-determined path.



The number of AAT tanks on this level is almost overwhelming.



The reason for the difficulty: dropships. Take them out quickly.



Take out the tanks from a distance. Use the



Take out the Education Recovery vehicle to din yourself a gold!

# Borms Objective 1- Destroy dropships before tanks are launched

There are three dropships. The first two are in front of you. Call on your wingmen for help to take these out. If they drop tanks, the mission is very hard. You'll be warned when the third dropship shows up. Hit Triangle to find it and call on your buddles for help.

Bonus Objective 2- All Speeder Bikes Must Survive The speeder bikes are small white whickes grouped around the Pirate Freighter. To protect them, you have to take out the tanks. The Scarabs are concerned with ships in the air and taking strafing runs at the freighter while it's loading and trying to escape.

Bonns Objective 3- Destroy Recovery Freighter You'll be warned about the Recovery Freighter's approach. Target the ship and ask your wingmen for help.

# MISSION THE STORM

This is easily the hardest level so far. Four dropships and a ton of tanks, bombers and Scarabs are ready to make your new job a living hell. Have fun!

Objectives 1 & 2 · Protect Evac Transports during loading - Protect Inferno Turret:

Your base is settled in the middle of a crater. It seems like a defensible position, it isn't. Tanks from all sides can just roll right in, and bombers are on their way into to mention a few dozen Scarabis. The best way to protect your base and the transports is to immediately go after the two dropships that are heading right for you. Call in your wingmen, because you don't have a lot of time. Next, focus on Scarabs until the first wave of bombers roll in. These need to be taken out immediately; they have heavy-duty firepower and can take all a base in no time. Around the time the second wave of bombers shows up, two nore dropships come into view. These, too, need to be taken out immediately. Don't to them land and drop their tanks—if they do, it will simply be too much to handle. After the dropships are also seems, tack shooting lown any bombers, tanks or Scarabs that have broken through to get to life the



There are many tanks on thek way to infiltrate your base.

Jackins is hard to find, but to get a got you have to escort bin

#### Some Objective I- Bestroy Aropologic hafers tanks are launched

You need to take out the groupships of finish the level anyway. Just read the main objectives to find out how to take hem out right when they appear.

# Bonns Objective Z-Ali Bacoy Freighters Niew Sarvive

The best way to protect the decay freighters is to stay near the base. The only time you need to stray is when you we to lake out methal and fourth dropships. Every other enemy comes you-be sure to take them out before they get too close to where the troighters landed.

#### Bosos Objective 5-Espert January to his Freefall

Jenkins is outside the base, so are friangle until you find him. Next, take him to his Freefall near the freighter he can't die if you want a gold medal.

# next race

Race Against Fabien Rohrer: From the Main Menu, quickly press Square, Square, Square, Square, Cyaquare, Circle, Square, Circle, Next, finish first at the first track in World Tour Mode to race against him in the next race TD5 boards. From the main menu, quickly press Right, Left, Right, Left, Square, Square, Circle, Square Then

choose the pitbull at the board selec

Accolade Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Circle Square Then choose the pitbull at the board selection screen Steve's Board: From the main menu

quickly press Right, Left, Right, Left, Square, Square, Circle, Circle. Then choose the pitbul, at the board selection screen

Daniel's Board: From the main menu, quickly press Right, Left, Right, Left, Circle, Square, Square, Circle Then choose the pitbul, at the board selection screen

Jimmy's Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Circle, Circle. Then choose the pitbul, at the board selection screen

John's Board: From the main menu, quickly press Right, Left, Right, Left, Circle, Square, Square, Square Then choose the pubull at the board selection screen.

**Big Air Board:** From the main menu, quickly press Right, Left, Right, Left, Square, Square, Circle Then choose the pitbul at the board selection screen

Fire Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Square, Square Then choose the pitbu., at the board selection screen

Angel Board: From the Main Menu quickly press Right, Left, Right, Left, Square, Circle, Square, Circle Then choose the p toull at the board selection screen.

# Colin McRae Rally

Open All Tracks: From the main menu screen, choose

Championsh p Mode, then choose "Continue" When asked to enter your name, put in the following password OPENROADS and then move to OK and press X You will hear a voice say, 'Trick mode enabled.' Once you near this, go back to the main menu screen and choose 'Rally'. When you go to choose your track (country), you will see that you can now choose the Super Special stage in Greece

# Dragon Ball GT

These tricks only work in the Twoplayer and Training Modes.

Wire Frame: Have both players decide on the characters they want To choose them, hold SELECT and (cont\_on\_page\_10)

Official U.S. PlayStation Magazine (109)



# THE CRIPPLING BLOW

With Mission 9, the action keeps getting tougher. You are responsible for the destruction of an entire base. There are five main objectives to destroy, as well many turrets and droids.

# Objectives 1 through 5 - Bestroy Landing Pad, Monafacturing Building, Power Station, Main Factory. and Command Contar

The base you are attacking is situated inside a crater. The best way to start is to see out and destroy all the turrets and droid dispensers that your targeting can give to you. The turrets will be the bane of your existence in this confined area. Each target you have to destroy has at least two turrets guarding it, and some actually have droid troops. As with other levels, it is easiest to destroy the turrets from behind by hitting the blue light with your lasers. The Command Center is the hub of the entire base Two super bombs will be enough to destroy it. Luckity, you have one of the best ships for this mission, because your bombs will regenerate—it almost makes the level too easy. Use the zoom to take out the turrets before you are in range of them and take advantage of having unlimited bombs when you're taking out the objectives.



# **Bonus Objective 1 - Destroy Command Center** in under one minute

Two super bombs will take out this monster of a Command Center and give you a gold.

# Bonus Objective 2 - Bestroy Planetary Gun

Destroying the Planetary Gun is tricky. Once the command center is gone, take out all forms of resistance, especially the turrets. When you have destroyed a few objectives, you'll be closer to the

inside of the base, and you will be able to reach the Gun with ease. The Planetary Gun is guarded by turrets, though, so be careful.

# Bonns Objective 3 - Complete mission in under eight minutes

Completing the mission in under eight minutes is difficult since it takes time for your missiles to regenerate. Don't waste time on turrets-if you blow up the objectives, the turrets will go with

# MUNITIONS RUN

# Objective I - Escort Reti to Resistance Base

This escort service does NOT stop until you reach the resistance base. Also, Reti will ask you to stay close because he can't see anything. Don't listen to him. Scout ahead and destroy any threat before Reti gets there. If you leave even one enemy, you are endangering both your and Reti's chances for survival. In this mission, the fighters talk get you and your escort equally.

ective 2 - Rescue N-1 Resistance Escorts

Once you reach the third of four clearings, your wingmen will advise you of a group of AMTs. You have to take these out quickly-a couple hits and Reti as well as the N-1 Resistance Escorts will bite it. There are four AMTs on the ground and several Scarab lighters in the air.

Objective 3 - Defend Resistance Base

Next, your base is being overrun. Now you have to destroy all the tanks and incoming droid troops so Reti can land.



# Seems Disjective 2 - Destroy all dropolities

s is actually more difficult than yo night think. Each dropship has alread iff enemies and are basically just ho ing in the air. They will offer no sistance. The same cannot be said

hard to spot, so keep hitting Triango

#### Rouse Objective 3 - Complete Missies in makin name minutes

completing all the objectives in the seven minutes is fairly easy.

(cont. from page 109) then press X. When you go into the battle, both characters will be wireframed!

Alternative Outfits: Have both players decide on the characters they want. To choose them, press Square+X+Circle simultaneously. You will begin your battle with new clothes

# Duke Nukem: Land of the Babes

From the main menu screen, access the Options. Move down and access

Cheats On the screen are locked versions of most of the codes.

Level Select: Circle, X, Square, Square, X. Square, Circle Invincibility: L1, Square, Circle, Circle, Square, L1, L2

All Weapons: R2, X, L1, Square, R1, Circle 12 Infinite Ammunition: L2, Circle, R2,

Square, Circle, L2, R1 Double Damage: Square, Square, Square, Circle, Circle, Circle, X Temporary Invincibility: L1, L1, L1, L1, L1, L1, R2

Invisibility: Square, X, Circle, Square X. C rcle, Square

Full Ego: R1, R1, Circ.e, Circle, L1, L1, Full Armor: L1, L1, R1 R1, X, X, Circ.e,

First-Person View: L2, R1, L1, R2,

Circle X Square Big Head Duke: Square Square, X, Circle, Circle, X, Square Small Head Duke; Square, X, Circle, Circle, X, Square, Square

Big Head Enemies: X X, R1, X, L1 X Small Head Enemies: X, L1, X, R1, X,

Wacky FMV Sequences: L1, L2, R1 R2, Circle, Circle, Square, Square Outtake FMV Sequences: L1, L2, R1, R2, Square, Square, Circle Circle Ending FMV Sequence: Circle, R2, L1,

Unlock Every Cheat: L1, L2 R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2. R1. Circle, Circle, Circle, Circle, X,

Source 1.2 X R2

X. X. X. Square, Square, Square, Square, SELECT, SELECT, SELECT, SELECT

Press START on the title screen, then go to the "Options" screen, From there, access the "Credits" option On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly

999 Ammunition: L1, Triangle, Up

# MISSION 12 LAST STAND ON NABOO

After a couple escort missions, it's time for an all-out war. Two Trade Federation heavy transports (which you can't destroy, so quit trying) land and launch waves of enemies.

#### Objective 1 - Protect Resistance Turrets

This level is going to take some time. You have one job, and it isn't even close to easy. As opposed to targeting heavy dropships (except for two that your wingmen can help you with), you will be required to take out several dozen tanks and a few bombers and Staps. You have to destroy as many as you can as fast as you can. You will be warned when a dropship is in the area, and, as with all other times one appears, you must drop everything and take them out before they land and add another 50 tanks to the battle. There are about 20 bombers that will come in different waves as well, and you will be warned most times when they are approaching. This level is a lot like Missile Command. The enemy just keeps on coming, and the best thing to do is to take them out closest to your base and make your way back. If, by some miracle, you find yourself ahead of the game, go for the mouth of the large transports to take out the land vehicles.



Your base is heavily defended. but the assault force is huge.



Many of the tanks will come from these large transports.



Drop bombs from a high altitude to avoid a quick death.



HAG vehicles are very strong and should be your main concern.

# Bonus Objective 1 - All Resistance Turrets must survive

This is almost a joke. Somewhere tank is bound to take out a turret.

# Bonus Objective 2 - Destroy all Scarab

know by now, Scarabs can take about two hits, so this is pretty easy-except deadly enemies to watch out for.

# Bonus Objective 3 - Complete mission in under

This, too, is a bit of a joke. The enemies and make the 12-minute deadline, but



You're going up against the same type of ship Anakin and his boys defeated in Phantom Menace. Unfortunately, you won't be able to just fly in and "whoops" it to death like boy? Vader. You'll have to make it look realistic and actually use some skill,

# Objective 1 - Destroy all receiver Stations

With all the fighters flying around, this can be tough. Once you find a receiver station, though, keep boosting in a full circle around the circular ship, destroying them as you go around. Once those are destroyed, there are two more on the top-middle of the ship, and four more in the area with the strange pillars.

# Objective 2 - Bestroy all Droid Starfighters

The Droid Starfighters hardly pose characterise. At least not until the Merc Leader shows up—then you'll have your ands full with just him.

# Objective 3 - Bestrey Merc Leader

Objective 3 - Bestray mere cases:

The Mere Leader is very, very difficult. The missiles he was leave highe explosions, so, fight him from a distance. Also, be see not to lease him when he flies has the big him when he likes him the big. Federation ship—he uses a network of turnels you may not otherwise have neticed.



# Name Objective 1 - Destroy Assettes Street

by knowing where the dishe a dinay aka ka a sabab a da

# terms Objective 2 - Maintain All Internet **Calling Turrets**

You'll want to disease the terms

# Bonne Objective 3 - Bentroy all Lands Assembly Crance

Carl or Commercial State of

here are four of the same and essembly Crenes that you have to destroy. Why would you have to destro-ander Assembly equipment when you ize trying to take down the whole ship Yours is not to wonder why as used they show up on the radar.

Down, Circle, Circle, Triangle, Square, Left, Triangle

Unlimited Health: L1, Triangle, Up. Down, Circle, Circle, Triangle, Square, Right, Square

One-Hit Kills with Firearms: L1, Triangle, Up Down, Circle, Circle, Triangle, Square, Down, R1

Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right

# **Final Fantasy Tactics**

Get Cloud in Your Party: This trick starts in Chapter 4, which is fairly far into the game. In Machinery City you will find an ancient robot. Even though you can't activate the robot, it is important, so be sure to remember it After getting the robot, go to the Roya. Capita, and enter the bar, Ask for some information, you should learn about the Saint Dragon and a hunter will ask to join your party. Recruit him

and go to the Mining City When you get there, help the Saint Dragon You should be able to get the Aquanus Zodiac Stone there. Take the Stone back to Machinery City and use it on the robot. Once it becomes functional, leave. On your way out, you should find another machine. You can't do anything with it just yet, but make sure to hold onto it. Leave the city and head for Nerubes Temple After fighting Worker No 7, the Saint Dragon will

transform into a young girl and you will get the Cancer Zod ac Stone. Head back to Mach nery City Use the Cancer Zod ac Stone to act vate the ancient machine. It w., bring Cloud back from the future and he will oin you Now find Aeris in one of the towns nearby and buy some flowers from ner Sne'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will officially join your party.

# Grand Theft Auto: Director's

Ultimate Cheat: Go to the player selection screen and choose to rename your character with the Square hutton. Delete the current name and put in HAROLDHAND Once you do, your picture will be changed into a parrot. Now you will get all levels, weapons, ammo, 9,999 990 points. no cops, armor, coordinates and 99

(cont. on page 112)



Now that we have a demo in our hands the OPM staff won't have to talk about what body part we'd willingly trade for 10 minutes with MGS2. If you haven't played the demo, you should. Here's a list of all the new moves, how to do them and a way to whip through the demo in no time at all (but who'd want to do that?).

Unlike the situation in the first game, killing [or knocking out, in this case] a soldier isn't the end of the story Just as in reauty (not that we would know), if you kill someone, the body doesn't disappear on its own. This is a bad thing, because if you just leave the body there, other guards may find it and alert their buddies. Fortunately for Snake, there are several effective [and fun] ways to deal with dead or unconscious bodies

# TOSS 'EM OVERBOARD

If you're still on the outside deck of the boat, there's a pretty clean and easy way of getting rid of that pesky body; just throw it off the ship, However, you can only do this at one of the gates at each side of the deck. Drag the body to the gate and Snake'll do the rest



# STUFF 'EM IN A LOCKER

There are lockers conveniently located all over the ship. If you put a dead body in a locker, no one will ever find it. If you put an unconscious quard in a locker, he will eventually wake up, but no one will, find him until then-by that time, you'll (nopefully) be ong gone



The guards may be smarter than before, but they have to play by much stricter rules. When you alert a guard Ivou know, the red exclamation point), it doesn't instantly trigger an onslaught of quards who come out of the woodwork, instead, an alerted guard will usually try to knock you down or shoot you once to stun you then he'll radio for assistance If you



manage to knock him out or kill him before he has a chance to use his radio, you'll be safe. You can even temporarily disable the radios of any quards in the area by setting off a chafe grenade

In MGS2. Snake can make much better use of his environment than he could before. One of his most prominent new moves is the ability to hand off a ledge. You can use this to hide from soldiers or to drop down to the area below. If you drop on top of a quard, you can actually knock him out. Don't miss, though, or you'll just alert the guard (and look like an idiot).









# lcont. from page 11: Hot Shots Golf 2

Incredible Code: From the title screen. choose New Game. When asked to choose your name, enter 2GSH and then press the O K button on the screen Now all of the hidden characters will be unlocked, all difficulties, special clubs and balls will be avaitable, prizes and more!

Jet Moto 2

Race as Enigma: Go into the options

and set the "Difficulty" to Master and the "Laps" to 6 Go back to the screen and press Left Square, Down Tr angle, Right, Circle, L1, R1 (this must be done quickly). En gma will now be avalable from the select rider

# **Knockout Kings 2000**

Pulsating Heads: Go into Career Mode and create a new boxer When asked to enter your name, put in THROB and then select your Gym. You will

see the boxer's head shrink and grow

Unlock Mills Lane: Go, nto Exh h boo. and fight a match in any weight class. During the fight you must be disqua, fied by giving your opponent a kick to the stomach three times Do this by pressing

Triangle+Square+C rcle+X s multane ously Once the match is cailed, you will ne taken back to the "Exhibition." screen. Choose the Middleweight class and scroll over until you see

M us Lane with boxing gloves!

# Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and oress Down Circle, Up, Left Up Left Next Level Health: Hold £1 and press Right X, Left Triangle, Up Down Maximum Health: Hold L1 and press Right Circle, Down, Up, Down, Up Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down Maximum Magic: Ho.d L1 and oress Triangle Right, Down, Right, Up.

Triangle, Left

Pass Through Barriers: Hold \_1 and press Down, Circle Circle, Left, Right, Triangle Un

Wall Climbing: Ho.d L1 and press Triangle Down, L2, Right, Up, Down Hurt Raziel: Ho.d . 1 and press Left Circle, Up, Up Down Force: Hold I 1 and press Left Right

Circ.e, Left, Right Left Constrict; Hold \_ 1 and press Down Up, Right, Right, Circle, Up, Up, Down

Being able to unload your gun in first-person. mode opens up a huge realm of possibilities. Now you can choose exactly where you want to shoot rather than just gunning down soldiers. Perhaps even more significant is the inclusion of a tranquilizer gun called an M9 It can be used to knock

a quard unconscious without the risk of alerting him. Hitting a guard in the nead with the M9 will instantly knock him out, and hitting him somewhere else on his body will cause unconsciousness soon enough. While a guard is unconscious, you're free to do whatever you please with him.

#### DISTRACTION

f you're a ming for a quard's head and miss, you will often end up hitting something (usually the wall) behind him. If the quard hears it, he will enter a sort of semi-alert state where he will investigate the source of the noise. This can be a good thing, however, as it will actually lead the guard away from you Use this time while the guard is distracted and looking around to get in a nice clear shot at his head.

# HOLD-UP/THREAVEN

It's not easy to do, but if you sneak up behind a guard and aim your gun at nim, you will hold him up. As long as you keep your gun on him, he won't move. This is fun, of course, but if you actually manage to get around in front of him (while still keeping the gun aimed at him), you can actually threaten the guard by pointing the gun at his head (or a certain other sens'tive area) and cause him to drop an item.

# EXECUTION

Knocking out a guard will buy you some time, but he will eventually wake up and radio for help. Unfortunately, once you're inside the ship, there's no way to toss a body overboard Instead, you'll simply have to use the USP to do the job. If you shoot a guard in the leg or arm, he'll survive, so you must shoot him in the head. Don't have too much fun with it, though: that would be cruel.







Even in this short demo, there are countless items and objects that you can shoot with either of Snake's guns. Some of these things serve no useful purpose to shoot, but occasionally you can make use of your environment to deal with those pesky quargs.



# **EXTINGUISHER & PIPES**

Scattered around the ship are fire extinguishers and steam pipes. Shooting either of these when a guard is nearby will stun the guards. Then you can give them the head shot you've been waiting for. Also of note, the chemical from the fire extinguisher will make laser beams visible. This technique, we'll say, will come in handy.



Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up Stone Glyph: Hold \_1 and press Down, Circle, Up, Left, Down, Right, Right Sound Glyph: Hold L1 and press Right. Right, Down, Circle, Up, Up, Down Water Glyph: Ho.d L1 and press Down, Circle, Up, Down, Right Fire Glyph: Hold L1 and press Up, Up, R ght, Up, Triangle, L2, Right Sunlight Glyph: Hold L1 and press Left,

Circle, Left, Right, Right, Up, Up, Left

Shift at Any Time: Hold L1 and press Jp. Up, Down, Right, Right, Left, Circle, Right, Left Down

# Medal of Honor Underground

From the main menu screen, choose the options. Access the "Passwords" screen and put in these codes for the results shown. Once these nasswords are in, choose "Secret Codes" from the options screen to activate them. The codes will work in the levels you've

already completed Invincibility: PUISSANCE Quadruple Firing Rate: BALLESV TE Bouncing Bullets: RICOCHET Podoski Mode (One hit kills for enemies and you): LATIREUSE Wacky Taxi (one minute to kill each enemy you come across): AUTODINGUO

Uttimate Cheat: First, put in ENTREZVOUS and press the Send key. Enter the "Password" screen again and put in

# (cont. on page 114)

# MGS2 ONLINE

# FAST COMPLETION AND INTERNET RANKING

When you beat the demo, you'll receive a code to indicate how well you played. Go to www.kcej.com to input your score and see your overall ranking. You can play at any difficulty level to receive a ranking. Here's a way to beat the demo



as fast as possible on Very Hard firing four shots and taking no damage. First, skip all intro hooey, take controt of Snake, and run along the shadow on the deck toward the left. Run around the landing and pass the guard. Head into the door to the right.

Next, run down the hall to the right, and pass the stiding doors. Keep running. You'll come up behind a guard.



Flip him over and continue running until

you pass through a door. Skip the cinema. Run into the hall on the left. Run by the guard on the stairs and take the door on the right.

Run up through the hall and roll right as you hit the cinema about the guard's shadow. Skip the cinema. Run up and flip the guard, then keep running to the left until you reach the next staircase.

Skip the cinema. Run underneath the camera and head up the stairs Run into the room on the left, then go straight, around the view of the camera, and head through the door on the right.

Run up the stairs to reach the deck. FIGHTING OLGA

Skip all cinemas on the deck and run to the door on the left. You'll be in the fight with Olga. Use your M9 and aim for her head. If you hit her in the head, you will do 25-percent damage. It's impor-tant to stop her shots by shooting first. If you're fast enough, she'll never even shoot the tarp.





# **Choosing a Ride**

Once you choose an ATV for the Pro-Career, you're stuck with it unless you want to start another career. Here are the four performance cate gories, why they're important, and how they'll affect your ride. Traction: If you stray away from it. you can boost your Tire Friction while

in the ATV Garage. Too much Traction also inhibits your power-sliding, and no sensible rider wants that.

Acceleration: This is key, particularly for the hillier tracks. It's perfect for Cross Country Enduro.

Top Speed: We're fans of having high Top Speed, but Acceleration wins our vote as most important stat. Go with a mix, but have higher Acceleration. Stability: This is the most important consideration for beginners. The higher this is, the harder it is for you to be thrown off your mule-but the more you adjust to the game, the less you'll need it.

# **CPU Shade**

When the heat is on and you've got two more turns to make, there's nothing more frustrating than feeling a tire tread atop your helmet, wiping you out and landing you in fifth place. Know that the CPU dominates all one-on-one situations. If you're going side by side with the CPU and you try to use a little muscle, you'll discover you don't have any. The best thing to do is stay out of the CPU's way when on the ground (if you're airborne, try landing on top of the CPU riders to take them out). If you're desperate. brush a CPU rider when turning a corner so it smacks into a box an



# Unlockables

You work your butt off in this game to take home the grand prize. You struggle through bone-breaking crashes, neck-twisting spills and enough bumps to leave your thumb in shambles. The shame of it is that you only get two things for beating both the MAXXIS Nationals and the Stadium Supercross. The first thing is a totally revved-up bike that is chockfull of the four stat categories (Traction, Top Speed, Acceleration and Stability), and the second is an ugly new outfit. Whoopee.



# Salem's Backlot

Satem's Backlot has as much mystery and darkness as the Stephen King novel with a similar name. The best description for this track is 'tricky'. You'll encounter the chance for huge air, but if you take it every time, you're going to be launched into oblivion. Self-control and memorizing the hot spots will earn you a nice finish.



This first turn after the start can be a nightmare if your speed is too high. Make sure you slow down. One strategy is to get a lot of lift and drop on top of your opponent, but it is a risky maneuver.

# Bike Tweaks

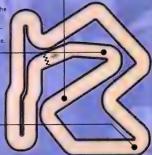
You want to tear up the dark, devilish Salem's Backlot. Concentrate on powerstiding, so lower your Tire Friction. Tighten your Shocks so you'll have little bounce on the tricky terrain. As far as Top Speed and Acceleration go, balance is the best for this level.



The second major turn is much like the first—too much speed over the hill and you'll get mur-dered. Slow down and go to the inside.



Much of this track is made or lost in the first three turns, For the third, follow the advice of the other two. Slow down. Be careful. God speed.



(cont\_from\_page 113)
PORTECLEFS as your code and i\_m Send Everything will now be opened on the "Secret Codes" screen Cartoon Sketch Pictures:

MOHDESSING

Dreamworks Pictures: DWIECRANS Team Pictures: MOHUEQU PE

# Midnight Club Unlock Smuggler's Run Buggy:

f you happen to have the game, Smuggler's Run," you can open up a hidden vehicle in Midn aht Club! Just salar is time from Smulg or . Run on a memory card. Now, with this saved game in your system, go to the vehicle selection screen in Midnight Club Keep scrolling through the cars and you will eventually see the Baja Buggy as a selectable vehicle

In the middle of the game, press the SELECT button Move down and highlight the "Help" option Now press L2, L1. L2. Square, Circle, Square This is

the first part of the lodes shown below After entering this part first, put in the rest of the codes as shown below for these results (Note The L3 and R3 commands are performed by pressing in the left analog stick for L3 and pressing in the right analog stick for R3)

Mini Me: L3 R3 Square, Circle Huge Heads: START, Square, Circle, START

# Ready 2 Rumble Boxing: Round 2

From the main menu, choose Arcade Mode Pick a One Player or Two Player name and on the boxer selection screen, enter any of these codes for the results as shown. You will hear a bell if the trick was entered correct ly. (Note Player One may enter one of the codes and then choose a character. Then Player Two may enter a different code and then choose a charac tori

Huae Gloves: Left, Right Up, Down,

Zombie Boxer: Left, Up, Right, Down, R1, R1, R2

Fat Boxer: Right, Right, Up, Down, R aht, R1, R1, R2

Skinny Boxer: Right, Right, Up, Down, Right, R1, R2

Play as Freak E. Deke and Michael Jackson: R1, R2, R1, R2,



This is one tricky turn because of the dip. Decrease speed, then hit the gas once



This is a jump you'll make mistakes on. Get used to stowing down and leaving the Analog alone. Trust us

# Yucatan Dunes

Yucatan Dunes may be the most frustrating race you'll encounter. A track this difficult would ve been better suited near-the end, but no matter. The key is to keep a solid speed and to keep your wits about you. You will not win if you don't take some chances. At all, if you don't take six you're going to shatter a controller.



# **Bike Tweaks**

This is one tricky course. It challenges you by demanding high Top Speed, great Acceleration and accurate jumping. The trick is to lean your meter toward Top Speed. Also, deaden your tires by bringing down the Shocks. Finally, don't use really big jumps. The smaller the better here.

# Manitoba Mills

Feet like racing an intimidating raceway? Wel here it is. Just remember to not get too com-petition happy, because Manitoba, more than any other track on the circuit, will waste away many of the CPU riders. By hanging near the front, you're likely to end, up winning.







On this bridge, be ready to



In the song Dead Man's Curve that guy should've slowed down, and so should you.

# **Bike Tweaks**

Don't take a breath before you decrease your Tire Friction. If you don't powerslide effectively on this course, you can forget about winning. Also, there are a lot of teeny-tiny hills, so tighten up your Shocks. Acceleration wins out over 100 Speed, here, 400.

Christmas Arena and Costume: Start up your system without the disc inside, then access the "System Configuration" option Choose "Clock Adjustment" and set the date to 12/25/2000 After adjusting the date, insert the game and begin. Choose Arcade mode and highlight "Selene Strike" on the boxer selection screen. The words, "Holiday Outfit" will appear underneath

Unlock All Boxers: From the main menu. chaose Arrade Mode. Then select one or two players. On the boxer select screen,

press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2, You will hear a bell when entered correctly. Now you can choose from a variety of new boxers, including Bill and Hillary Clinton<sup>1</sup>

# Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games workl. This will open up the Extreme Battle Mode Then you have to beat Extreme Battle on Level 1, which will

let you play as Ada. After you get her, a Level 2 difficulty will become available Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

# Ridge Racer 5

Opening Cinema Effects: During the opening cinema, you can give three different effects to the graphics, Pressing R1 once will give you black and white graphics, pressing R1 again will give you yellowish graphics and pressing R1 a third time

# **DVD EASTER EGGS**

# Bedazzled DVD

The movie might not be great, but it has its moments, Here's one more: Press Right on th second page of Special Features. A small image of the breathtaking Ms. Hurley will appear standing devilishly on her own shoulder. Press Play and you'll see a rather lengthy deleted scene where Brendan Fraser is a rock star. Very cool.



Beastie Boys DVD Video Anthology Want more B-Boys making noise? Here's how: Go to the main menu, then to the "Schematic Overview" section. Press Right five times. Then press Down to select the color bars box. You'll get a sweet

audio track featuring video director Spike Jonze, who is, apparently, the man

# Blair Witch 2: Book of Shadows DVD

If you paid close attention to the Blair Witch Runes that appear in the movie, chances are you'll want to learn a bit more. You'll have to find them and click on them in the DVD menus. Here's where to locate them:

\* Thurisaz "th": Audio Features Menu. Press. right from Priority Records to highlight the rune. Select it to find out some info.

\* Perthra: Ga Right on the Scene Index menu. \* Dagaz: Go to Scene Index 1-4. Align the cursor on "1" and press left.

\* Eihwaz: Cast Menu. Align cursor on Special Features, then press Up and select the rune. \* Isa: Go to the DVD ROM Materials section and press Up to read about the death rune.

Laguz: Production Notes. Go to the third page in this section, then align the cursor on Special Features and press Up.

# Pee Wee's Big Adventure DVD

Who can resist seeing this flick? Here's a great egg. The packaging doesn't suggest that there are deleted scenes, but there are. Also, there is a visual-effects documentary. To get to it go to the Special Features Menu and voitá!

# Bring It On DVD

Hop on over to the Language section of the main menu and scroll down to the bottom. Once there, highlight Menu then click Right. That's when a horn, a cheering horn, it you will will highlight. It opens up a short spot where the director will come onto the screen, congratulate you for your egg-finding, then tell you that you won't be seeing any hot cheerleaders. A bittersweet Easter egg.

# Dr. Strangelove: Special-Edition DVD

When you get to the main menu of this classic Kubrick flick, press Down until you've highlighted the top of the globe. Then press OK. A television screen lowers and plays a montage of each time "Plan R" is mentioned in the flick. It's a short little clip, maybe only 15 seconds, but it's a nice touch.





Fight this boss in the classic shoot-and-dodge method. Aim toward the moving wall; when the target with the bull head comes up, fire away, then quickly roll to either side. The other two targets can't be hit, so you'll just need to dodge. The skeleton target shoots to the right, so when it comes up, roll to the left. The warrior target shoots to the left, so when it comes up, roll to the right.





Here's part 2 of our FE2 strategy. Here's where the going gets tough.

(5

# xian's tomb

You can't kill the knife-wielding guys in this room (or any other place where you might find them, for that matter). Just run around them.



Once you have the Butterfly coin, you can open the next: door. Select the Butterfly, then Moon symbols, then hurry to the door in the previous room.



Use the Bandages that Glas gave you to blindfold the statues here



Once you get coins from the ghost, you can access this puzzle. Any coins will show up as colored dots. The symbols in the puzzle correspond to symbols on the various doors in the level. There's only one door you can open at first. Select the Moon, then Sun symbols, then press the button at the bottom of the puzzle. Quickly run to the door in the previous room at the top of the ladder. Once inside the room, avoid the guard and get the Terra Cotta Key.





You won't sleep well with that dead guy hanging there. After the first night's sleep at the inn, talk to the innkeeper, then go to your room. Use the mirror at the bed.



Once you're inside the Astronomy Room, lower the shade over the open window and raise the shade over the closed window to cause night to fall. Go back outside and follow the ghost to the well. Search the well to get the Remains. Go back and switch the shades again to cause day to break. Go back outside and show the Remains to the parents, As soon as the cinema ends, be prepared to

You have the Lily Coin.

so use it to open another

door at the symbol puz-

Lity, Moon, then hurry to

square pool in the mid-

dle. Ignore the enemies

and go through the door.

zle. Select Butterfly,

the room with the

immediately run down to a door (you'tl

appear with a guard right next to you!



puzzle. Select Bull Sun. Moon, Butterfly, Lily.

Now that you

have the Bull

coin, you can

complete the

final symbol







(cont. from page 115) will give you blurred graphics. Use L1 to cycle the effects the opposite way Controller Sensitivity Display: n the middle of a race, press and hold the SELECT button until you see a graphic display This display will show now hard you are turning your car, pressing the gas, and pressing the brake. If you want to get rid of the display, just

# Smuggler's Run

In the middle of the game, press

press the SELECT button

START to pause Now you may enter any of the button sequences below You will hear a been when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again

Speed Increase: R1, L1, L2, R2, Right, Right, Right, You can do this code up to three times to get even faster speeds. Speed Decrease: R2, \_2, L1, R1, Left, Left, Left. You can do this code up to three times to get even slower speeds

Half Gravity: L1. R1. R1. L2. R2. R2. Your car will float after going over any

Zero Gravity Traffic: R1, R2, R1, R2, Up. Jp. Up Bump into any "traffic vehicle" on the ground and it will float away into the distance

Invisible Off-Road Vehicles: R1, L1, L1. R2, L1, L1, L2. [Strangely enough, the cops will still know where you are.)

# Soider-Man

On the main menti screen, access the

"Special" menu Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps ) on the "Enter Cheats' screen as shown

Level Select: XCLS OR Invulnerable: RLSTCRST Webbing: STRUDL

Game Comic Covers: ALLSIXCC Movie Viewer: WATCH EM Character Viewer: CV EW EM Storyboard Viewer: CGOSSETT What If Contest: GBHSRSPM Ben Reilly Costume: BNREILLY

Symbiote Spidey Costume: BLK-

Spidey 2099 Costume: TWNTYNDN Captain Universe Costume: 5 COS-

Spidey Unlimited Costume: PARAL

Scarlet Spider Costume: LETTER S Amazing Bagman Costume: AMZBG-MAN

Peter Parker Costume: MJS STUD Quick Change Costume: ALMSTPKR Unlock J. James Jewett: RULUR



Big Heads: DULUX
Debug Info: LLADNEK
Everything: EEL NATS
NO Naughty Words: Enter a "naughty"
word for a cheat password and SpiderMan will appear next to the word and
punch it, turning it into a "nice" word

Full Health: DCSTUR

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On the inder select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the follow-

ing codes. You will hear a sound if the trick was entered correctly.

Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square This will give you access to all riders outfits, boards and courses in the game [

All Attribute Points: Circle, Circle, Circle, Circle, Circle, X. Trangle, Square Crazy Runners Square, Triangle, Circle, X. Square Triangle, Circle, X. Square Triangle, Circle, X. Your inder will have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints: Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, On the Loading screen before the game starts, you wusee alt the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

# Summoner

Comedy Role-Playing FMV: On the main menu screen, move down and access the Credits" option. While the credits are scrolling, press X You'll see a manous

(cont. on page 118)

# SILENT SCOPE

# Sniping cheats for the PS2 shooter

# **Expert Challenge**

This removes guide arrows and aiming nigs making it a much more difficult game. While selecting Game Mode press and hout the ting ger button. White you're holding the trigger move your cursor to your mode of choice and press the Start four times. I entered correctly you. I hear a second gunshot

#### Night Vision Challenge

If you want another big chaltenge, this code makes it hight all the time. You'l, have to rely on your N ght V sion rife, scope to see the enemy. While selecting the Game Mode hold the trigger button. While holding the trigger, move your cursor onto your mode of choice and press the Start five times. If entered correctly you'll, hear a second gunshot.

# Five-Second Exchange For Life

This will take five seconds of your time, but hand over an extrait fe. To get it, press Start during the game and enter. Triangle: X, R ght, Left, Right, Left, C rcle, X, Right, Left, R ght Left, Down, Down, Up, Up.

### Night Mode

To make the game turn to night, try this at the mode select screen, Up, Left, Down, Right, Jp, Square, Triangle

# No Crosshairs

Don't need crosshairs on your scope? We lt see about that. At the mode select screen enter R ght, Right, Right,

# No Enemy Targeting

Make those little red arrows disappear. Here's now. At the mode select screen enter: Right, Right, Right, Right, Left, Down, Up, Right.

### No Scope Mode

Try this out and you'll have no scope, just a redictricle. You won't even be able to zoom in. At the mode select screen enter. Right, Down Right, Square, Right, Down, Right, Square.

# Romantic Mode

Your scope will take on a romantic, sultry air by looking like a heart and the screen will, feature a pink shithil At the mode select screen enter Left Right, Right Square Triangle.

# Trade Life For 5 Seconds

Try In s on for size if you're in dire straits it'lt trade half of your life away, but you I. be graced with five more seconds of gameplay Mid game hit the Start button to pause. Then enter Up Up, Down, Down, Left, Right, Left, Right, X, Circ.e.

# Ultra Fast Mode

Way too fast. At the mode select screen enter Down, Triangle Up, Square, Triangle, Down, Right, Square, Triangle



He may be cute in purple, but there are plenty of different skins that Spyro can put on, plus other alterations. Plug in these codes to get the following results.

# 2D Spyro

To turn Spyro into a flat little dragon pause the game and enter: Left, Right, Left, Right, L1, R1, L1, R1, Square, Circle

# Big-Headed Dragon

To enlarge Spyro's skult you can pause the game and enter Up, R1, Up, R1, Up, R1, Circle, Circle, Circle, Circle

## Make Spyro Black

To make Spyro black pause the game and press: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, R ght, Down, Left, Up, Down Spyro w...l be black

# Make Spyro Blue

To make Spyro plue pause the game and press Lp, Left, Down, Right, Lp, Square, R1 R2, L1, L2, Lp, Right, Down, Left, Jp, and X

# Make Spyro Green

To make Spyro green, pause the game and type Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Jp, Triangle and Spyro will be green

# Make Spyro Pink

To make Spyro pink, pause the game and press Lp, Left, Down, Right, Lp, Square, R1, R2, L1 L2, Up, Right, Down, Left, Jp. Square Spyro should be pink

#### Make Spyro Red

Pause the game and press Up, Left Down, Right, Up, Square, R1, R2, L1, \_2 Up Right, Down, Left, Up, and Circle

### Make Spyro Yellow

To make Spyro yellow, pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, \_1, \_2, Up, Right, Down, Left, Jp, Jp Spyro w J. he ve low

# Sparx Treasure Hunt

Pause the game and enter Right, Right, Left, Left, Right, Right, Left, Left, Circle, Circle, Circle

# Crash Bash Demo

At the Press Start Screen press and hold L1 + R2 + Square.

You will be taken directly to the Crash Bash Demo

# Saving Lives

f you find yourself hopelessly fall ng to a grisly death, hit pause and exit the level. You il have saved a life, though you'll have to start again

# the gardens

The object of this puzzle is to get three Elemental Crystals and a Diamond to complete the level. If you stand on top of an element tile in one area and press the Use button, it transports you to the garden of that element in the alternate world. If you activate the tile of the same element as the garden you are in, it will transport you to that tile in the normal world. There are a lot of small puzzles in this one, so for the fastest method to completing the level, just follow these directions.

In Fire garden (atternate): Get the Empty Gourd

In Water garden (alternate): Use the Rock Salt on

the grinder to acquire the Salt. Use the Salt at the

Crystal (this will also change the Digging Tool into the Broken Digging Tool). Use the Empty Gourd on

water to defeat the dragon and get the Water

the water to acquire the Salt Water Gourd.

In Stone garden

(alternate): Use

the corner to

Salt

the Digging Tool on the dirt area in

acquire the Rock

near the back of the garden.



In Water garden (normal): Use the water wheel to purify the water in Water garden latternatel.

in Water garden (alternate): Fill the Empty Gobiet and Empty Gourd at the water.

In Fire garden (atternate): Use the Fresh Water Goblet on the gray tile in the middle of the garden. When you do, one of the fire streams behind you will light up. Carefully walk through the stream that lit up and grab the Fire Crystal then carefully walk out. Next, go to the furnace at the back of the garden (where you first found the Empty Gourd). Use both the Empty Goblet and the Broken Digging Tool on the furnace to fix the Digging Tool.





In Earth garden (alternate): Use the Digging Tool on the dirt area where you first got the Rock Salt, then use each of the three Elemental Crystals followed by the Fresh Water Gourd to get the Diamond.

In Garden Gazebo: Use the Diamond in the door at the far end to complete the level.

icont, from page 117) outtake of the characters from Summoner engaging in a role-playing game

Unlock All Golfers: On the main menu screen (with Story Mode, Normal Mode, Create Course and Options], press L2, R2, \_2, R2, Up, Right, Down, Left L1, R1. You will hear a sound if the code was entered correctly. Now go into either Story Mode or Norma, Mode, Three more golfers (Sam. Meg and Steven) will now be available

**Swing Away Golf** 

# **Tekken Tag Tournament**

Begin with Tag Partner: If you want to start your match with your second player, just hold the Tag button on the loading screen until the match begins

New Armor King Costume: Beat Arcade mode with Armor King, then at the character select screen, nighlight Armor King and press STAR

Tekken Bowl: Use Ogre to unlock True Ogre While bowling, you can see Dr Boskonovitch umping in the background. Aim to the left

where he is, and if you get it just right, you will be able to K.O. him with the bowling hall I

Jukebox: Get a score of 200 or more in Texken Bowl. The ILikebox will allow you to choose the background music that plays as vou bowl

#### Theme Paric Roller Coaster

These tricks are entered while playing the game. You will hear a sound when they are entered correctly (make sure you don't pause before entering them).

#### glas' past the immortals' tower Once the mech comes busting in, You must walk onto each of eight symbols in use the Assault Rifle and send a the correct order to solve this puzzle. If you spray of bullets toward the explowalk onto one of the bad symbols, you will sive barrels in the corner. take damage. Start on the gray symbols at the bottom and then very carefully walk on each tite in order. Carefully walk between the fans until you are next to the fan in the middle. Just as it is slowing to a stop, walk onto it and quickly press the Use button to jump down. To defeat this boss, you must equip your Melee weapon. Wait for the boss to pull out his Here you can choose the good or bad ending. If you shoot the "Rain" on the From the save point, move as close sword, then get right next to to the electricity edge as possible, him and kick away. You won't left (actually Mist), you will get the then wait. When you see the whole always hit, but if you're close good ending. If you shoot the Rain on area fill with electricity, wait for it to him, his lighting attacks will the right, you will get the bad ending. to stop, then quickly run to point A usually miss. and wait. You'll reach it just as the electricity starts again. When it switches positions, quickly run to If you picked the bad ending, this boss fight is point B and wait. Once the electricpretty simple. Equip the rocket launcher and just fire rockets with each character until the boss is ity turns off, quickly run to point C Once the helicopter and wait. When the electricity destroys your mech, you'll defeated. You'll switch characters midway stops, quickly run to point D and be on the rooftop with the through, but just keep attacking. wait right on the red line. The elecchapper still in pursuit, tricity will first come on right in Quickly run to the gun tur-If you picked the good ending, you'll also want to front of you. The instant it switchret above you to shoot the use the rocket launcher. If the boss starts shootes, run forward to the door. Equip huev down. ing out streams of fire, try to get as far away as the EMP and fire it before you use possible, but keep firing off rockets. Once the the Gate Key to open the door. boss is dead, quickly move near the dead body and use the DNA Virus.

255 Golden Tickets: up, Down, Left, Right, Circle, Right, Left, Down, Up. Circle (Press this button combination a total of four times to make it work) Free Purchases: Left, Down, X. Circle [Press this button combination a total of eight times to make it work!

# Triple Play 2001

Triple Play Dream Team: From the main menu screen, choose Big League Challenge When you get to the player select screen, hold

L1+R1+up simultaneously Keep holding these until you hear the announcer say, "Triple Play Baseball" Now you'll be able to play as this team in Big League Challenge mode

# Unreal Tournament

Invincibility: In the middle of the game, press START to pause. Then press Square, Circle, Left, Right, Circle Square

Level Skip: In the middle of the game. press START to pause. Then press Up, Down, Left, Right, Right, Left, Circle 999 Ammo: In the middle of the game, press START to pause Then press Left, Right, Circle, Circle, Circle, Right,

Level Select: In the middle of a match, pause and choose to exit the game. Go to the main menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You w.il hear a sound The "Select Ladder" screen will

appear Now you will see that all the matches are completed in each category, which makes them available to

Stealth Mutator: From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle You will hear a sound Choose Multiplayer and on the "Select Game" screen, choose Mutators Move down the list until you see Stealth as an option. Choose this mutator to have all players equipped

with cloaking devices

Fatboy Mutator: From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle You will hear a sound Choose Multiplayer and on the "Select Game" screen choose Mutators. Move down the list unt , you see Fathoy as an option Choose this mutator to fatten up your character as he/she gets frags



July 2001

# Duly 2001 Play Station MAGAZINE



\*Editorial content subject to change\*

Beautiful but deadly, Lara **Croft** returns in a hot new movie and a stunning nextgen game. We've got the inside details on everything Tomb Raider.

Plus! Dark Cloud. Red Faction and Gauntlet: Dark Legacy reviewed, the latest previews, and the coolest tricks and strategies.



June 2001 On sale now

Activision is about to set off an extreme-sports explosion, with Tony Hawk's Pro Skater 3 lighting the fuse. EGM's got the exclusive scoop on Neversoft's next skate masterpiece, as well as the first screens of Tony Hawk on Xbox They even reveal every high-octane title in Activision's agrenalized new sports line. But that ain t all: Catch up with gaming's greatest pioneers, including Alexey Pajitnov and Pac-Man maker Moru Iwatani, and find out what they've been up to lately This ssue's packed





With excellent PS2 games finally starting to come in, it's no surprise that XG's lead strategy next month will be Konami's Zone of the Enders Get all the info on Z O.E. and more in XG's next issue. Also in the June issue.

- . Minigame strategies for Mario Party 3
- · Quake III for PS2
- . Slammin' tactics for Simpsons Wrestling

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# WHAT'S THAT MEAN?

Ever wonder the meaning behind those foreign game titles? We've got your answers

Yeah, Onimusha was a great game. But what's with that name? It's obviously Japanese, but at no point in the game are we silly English-speaking Americans ever informed as to what the title actually means. For all we know, Capcom just strung a bunch of letters together.

Being the curious people that we are here at OPM, we decided to do a little research on the subject. And why stop there? Why not check out the meanings of several other funny-worded game titles we've always wondered about? So we did. Here's what we found.

# Einhander

Origin: German

Meaning: Square's gorgeous 3D shooter features fighters that can pick up arm like attachments from their foes and use them to blast away. So Einhander's English translation of "one-handed" makes sense...sort of, [Why German?]

# 0ni

Origin: Japanese

Meaning: Seeing as how this game was developed in America and also takes place in the good of U.S. of A, we don't really understand why Bungie gave it a Japanese moniker. Anyway, "oni" means "demons," supposedly representing the demons within held by the heroine Konoko

# Onimusha: Warlords

Origin: Japanese

Meaning: Now, here's a title that actually makes total sense! Take the "demon" meaning for "oni" again, then throw on a "knight" or "warrior" for "musha," and you get "Demon Knight/Warrior." Just like your enemies.

# Star Wars: Super Bombad Racing

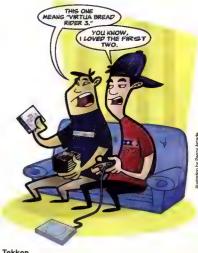
Origin: Gungan

Meaning: "Bombad" is a slang term from Jar Jar Binks' aquatic race, meaning "cool" or "grand." Or, more appropriately in terms of this game, it can also describe something that's "not good," "damaged" or "crippled,"

#### Suikoden

Origin: Japanese/Chinese

Meaning: "Suikoden" is actually the Japanese translation of Shuihu Zhuan ("The Water Mark" in English), one of China's most well-known and cherished folk tales. The story details the adventures of 108 revolutionaries who crusade against their corrupt rulers-a plot that should sound very familiar to anyone who's played Konami's classic RPG.



# Tekken

Origin: Japanese

Meaning: It takes an "iron fist" to do well in Namco's super-popular series of fighting games-which just so happens to be the translation of "tekken" into English.

# Tenchu

Origin: Japanese

Meaning: Maybe your ninja intuition can help you understand how the word meaning either "heaven's punishment" or "pillars supporting heaven" bears any possible connection to Tenchu's plot and/or gameplay. 'Cause we sure

Of course, this list includes only a few of the many not-so-American titles out there. Are there any game titles you've always wondered about? Send them to us at opm@ziffdavis.com with the subject WHAT'S THAT MEAN?, and we'll do our best to answer your question.

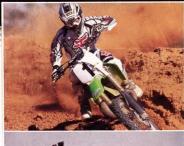
# WACKY SCREENSHOT COMIC STRIP OF THE MONTH







This strip comes to us by way of Dark Cloud. It speaks for itself.





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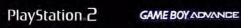


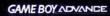






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